

COVENANT CHESS™ — SKIRMISH

Rule Book · rules version 1.9.3

1 • THE FIELD AND THE TURN

- Two armies, **Gold** and **Blue**, meet on a field of flat-top hexes. Gold moves all its pieces, then Blue — that is one round.
- To act, a piece is activated and receives **Movement Points (MP)** equal to its **Speed**.
- Walking costs **1 MP per tile**, and **2 MP** to enter forest, hill or desert.
- A melee blow ends the piece's movement. Shooters and holy strikers fire while MP remains and may walk with what is left.
- Each piece acts **once a turn** unless a power grants it more.

2 • COMBAT

- **Damage** = **Attack** – **Defence** + 4, never less than 1. A piece whose Blood reaches 0 falls.
- Every attack on an **adjacent** piece is answered by one **counter-blow**. A piece counters at most **once per round**. A kill draws no counter.
- An attack from two tiles or more (arrows, holy strikes) draws no counter — except from the **Angel**, whose wrath reaches 4 tiles.
- **Holy strikes** deal flat damage that **ignores Defence**. Three pieces are of the holy kind: the **Apostle** (strike 6), **Elias** (strike 7) and the **Angel** (wrath 7 + 4).
- The Apostle and Elias cast their holy strike as an attack; **the Bastion's wall turns it** (he keeps his Defence). The **Angel's holy strike is a counter only** — she never attacks first — and because her wrath comes straight from heaven it **breaks even the Bastion's wall**.
- **Arrows** cost MP per shot (see each shooter) and may be loosed as often as MP allows.

3 • THE LAND

- **Forest** +1 Defence.
- **Hill** +1 Attack when striking a lower tile.
- **Desert** –1 Defence.
- **Holy City** — the marked hex and its six neighbours — +1 Defence.
- Rough ground (forest, hill, desert) costs 2 MP to enter.

4 • HOLY CITIES, GRAILS AND RECRUITING

- A **royal** (King, Queen, Heir, Princess, Maiden) standing in a Holy City earns its side **2 Grails at the start of its turn**.
- A city yields at most 2 Grails per turn, and nothing while any enemy piece stands in it.
- Grails **recruit** new pieces at the prices in the table. A recruit is placed on a free tile beside any of your royals and acts from the **next** turn.
- Royals and Legends (★) are one-of-a-kind on the board. The King is never recruited.

5 • AURAS OF THE COURT (ALLIES WITHIN 4 TILES)

- **King** — +1 Attack.
- **Queen** — +1 Defence.
- **Heir** — +2 Speed; he takes the crown if the King falls.
- **Princess** — allies recover 2 Blood each turn.
- **Maiden ★** — **For the Kingdom!** each ally may buy one extra action a turn for 4 Blood.

6 • SPECIAL POWERS

- **Militia** — *Shield wall*: +1 Defence for each adjacent Militia.
- **Pikeman**
 - *Charge*: +1 Attack per tile moved this act, up to +3.
 - *Set pike*: +1 Attack against riders.
- **Archer**
 - *Arrows*: range 4, 3 MP a shot, shoots while MP remains.
 - *Bastion's height*: +1 range when standing beside a Bastion.
- **Blade** — *Sweep*: strikes up to 3 adjacent foes at once; only the first target counters.
- **Vanguard** — *Bulwark*: +2 Defence to every adjacent ally.
- **Berserker** — *Fury*: strikes the same foe 2 times; only the first blow is countered.
- **Bastion**
 - *Bolts*: range 2, 2 MP a shot, shoots while MP remains.
 - *Stone wall*: his Defence is never ignored, not even by holy strikes.
- **Apostle**
 - *Holy strike*: flat 6 damage at range 2, 2 MP a cast, ignores Defence.
 - *Convert*: on a kill, may spend 1 Grail to raise the fallen under your banner (never royals or Legends; the convert stands idle its first turn).
- **Prophet** — *Healing*: fully heals one ally within 4 tiles each turn (himself allowed).
- **Lancer** — *Charge*: +1 Attack per tile moved this act, up to +7.
- **Templar** — *Sacrifice*: may act a second time in a turn, then loses 4 Blood.
- **Ranger** — *Arrows*: range 4, 3 MP a shot, shoots while MP remains.
- **Angel ★**
 - *Wrath (holy strike, counter only)*: the Angel never attacks first. When attacked — by blade, arrow or holy fire — she answers any attacker within 4 tiles with a holy strike of attack 7 straight from heaven: it ignores all Defence and breaks even the Bastion's wall.
 - *Grace*: when an ally falls within 4 tiles, its recruiting price is refunded in Grails.
- **Paladin ★** — *Sacrifice*: may act a second time in a turn, then loses 4 Blood.
- **Attila ★** — *Arrows*: range 4, 3 MP a shot, shoots while MP remains.
- **Wayfarer ★**
 - *Two acts*: acts twice every turn.
 - *Pass-through*: walks through other pieces (must land on a free tile).
 - *Untouchable*: no piece can counter him.
- **Elias ★** — *Holy strike*: flat 7 damage at range 2, 2 MP a cast, ignores Defence.
- **Levite ★** — *Curse*: every enemy within 4 tiles has Defence 0.

7 • VICTORY

- **Fell the enemy King and you win.**
- If their Heir stands, he becomes King and the battle goes on.
- **30 rounds without a capture** is a draw.

8 • THE PIECES



King

MELEE

Atk 3 Def 4 Blood 15 Speed 4

Grails — Limit 1

aura: allies within 4 tiles +1 Attack; 2 Grails/turn in a Holy City; HIS FALL LOSES THE GAME (unless the Heir stands)



Queen

MELEE

Atk 1 Def 1 Blood 12 Speed 4

Grails 3 Limit 1 on board

aura: allies within 4 tiles +1 Defense; 2 Grails/turn in a Holy City



Heir

MELEE

Atk 3 Def 4 Blood 15 Speed 4

Grails 3 Limit 1 on board

aura: allies within 4 tiles +2 tiles speed; 2 Grails/turn in a Holy City; BECOMES KING if the King falls



Princess

MELEE

Atk 1 Def 1 Blood 12 Speed 4

Grails 3 Limit 1 on board

aura: allies within 4 tiles recover 2 Blood per turn; 2 Grails/turn in a Holy City



Maiden★

MELEE

Atk 2 Def 2 Blood 12 Speed 4

Grails 4 Limit 1 on board

aura: allies within 4 tiles +1 action per turn (each extra action costs 4 Blood); 2 Grails/turn in a Holy City



Militia

MELEE

Atk 2 Def 3 Blood 12 Speed 4

Grails 1 Limit unlimited

each adjacent militia +1 defense



Pikeman

MELEE

Atk 2 Def 2 Blood 12 Speed 4

Grails 1 Limit unlimited

CHARGE when move: +0/+1/+2/+3 by tiles moved; +1 Attack vs riders



Archer

SHOT

Atk 2 Def 1 Blood 12 Speed 4

Grails 1 Limit unlimited

range 4; constant attack 2; shot costs 3 MP; shoots while MP remains; adjacent to Bastion +1 range



Blade

MELEE

Atk 4 Def 1 Blood 12 Speed 4

Grails 1 Limit unlimited

strikes 1-3 adjacent enemies at once; only the first target counters



Vanguard

MELEE

Atk 3 Def 5 Blood 15 Speed 4

Grails 2 Limit unlimited

+2 Defense to any adjacent allied unit



Berserker

MELEE

Atk 5 Def 3 Blood 15 Speed 4

Grails 2 Limit unlimited

can strike twice on the SAME target; only the first strike is countered



Bastion

SHOT

Atk 1 Def 7 Blood 20 Speed 2

Grails 2 Limit unlimited

range 2; constant attack 1; shot costs 2 MP; shoots while MP remains; his defense is never ignored by holy strikes



Apostle

HOLY

Atk 2 Def 1 Blood 12 Speed 4

Grails 2 Limit **unlimited**

holy strike: range 2; costs 2 MP; damage always 6 ignoring Defense; the Bastion's defense is never ignored; on a kill may spend 1 Grail to CONVERT the fallen (never royals or Legends; convert stands idle its first turn)



Prophet

HEAL

Atk 1 Def 1 Blood 12 Speed 4

Grails 2 Limit **unlimited**

fully recovers one allied unit within 4 tiles per turn (may include himself)



Lancer

MELEE

Atk 3 Def 4 Blood 15 Speed 8

Grails 2 Limit **unlimited**

CHARGE when move:
+0/+1/+2/+3/+4/+5/+6/+7 by tiles moved (8th tile: 3+7=10)



Templar

MELEE

Atk 5 Def 5 Blood 15 Speed 8

Grails 2 Limit **unlimited**

may act twice in a turn then loses 4 Blood



Ranger

SHOT

Atk 3 Def 2 Blood 15 Speed 8

Grails 2 Limit **unlimited**

range 4; constant attack 3; shot costs 3 MP; shoots while MP remains



Angel★

HOLY

Atk 0 Def 1 Blood 12 Speed 4

Grails 4 Limit **1 on board**

within 4 tiles: when an ally is killed the recruiting cost is refunded in Grails; when attacked she counters any attacker within 4 tiles with a HOLY STRIKE of attack 7 ignoring defense (ranged attacks too) - her wrath comes straight from heaven and breaks even the Bastion's wall; she never strikes first - her holy strike is a counter only



Paladin★

MELEE

Atk 7 Def 7 Blood 15 Speed 8

Grails 4 Limit **1 on board**

may act twice in a turn then loses 4 Blood



Attila★

SHOT

Atk 4 Def 3 Blood 15 Speed 8

Grails 4 Limit **1 on board**

range 4; constant attack 4; shot costs 3 MP; shoots while MP remains



Wayfarer★

MELEE

Atk 5 Def 3 Blood 15 Speed 4

Grails 4 Limit **1 on board**

acts twice per turn; walks through other units (must land on a free tile); others cannot counter attack him



Elias★

HOLY

Atk 3 Def 2 Blood 12 Speed 4

Grails 4 Limit **1 on board**

holy strike: range 2; costs 2 MP; damage always 7 ignoring Defense; the Bastion's defense is never ignored



Levite★

MELEE

Atk **3** Def **1** Blood **15** Speed **4**

Grails **4** Limit **1 on board**

within 4 tiles ALL enemy Defense
drops to 0