

Sir Andrew's Melee-Chess Game

This is a game that Syr Andrew-Lyon of Wolvenwood created to simulate melee combat using readily available pieces.

Playing Pieces

<u>Piece</u>	<u>Represents</u>	<u>Attack Range</u>	<u>Defend</u>	<u>Move</u>	<u>Special Rules</u>
Pawn	Sword/Shield	1	5	1	
Rook	Pole Arm	2	4	2	
Bishop	Spear	3	3	2	
Knight	Duke (Two Weapon)	1	6	3	Gets two attacks
King	King	1	5	2	Reduces defense – 1
Queen	Archer (Optional)	4	2	4	

One 6 sided Die.

Initial Play

Each player rolls to see who gets initiative each round. The winner decides if they want to move first or not. The player who moves first, moves any number of their pieces (all, some or none). Then the second player moves any number of their pieces (all some or none).

Declare Attacks

Next, the first player declares his attacks. He may attack with any, all, or none of his pieces. Pieces may fire over one another from either player's pieces the number of squares in their range. One piece may be attacked from multiple pieces (i.e. three shieldmen in a range of one pole-arm, may each attack that pole-arm). However, when the target has been killed, the remaining pieces may not declare a different attack that round. The second player then declares his attacks in like manner.

Attack/Defend

The attacks are next resolved. The first player goes through his declared attacks one at a time, the defending player rolling the single die for results. If he rolls below the defend point, he successfully defends from the attack, and nothing happens. Should he roll the defend point or above, his defense failed and his piece is dead, and should be removed only after his play. Pieces killed during the first player's turn get to make their attack even if they are killed. This is to simulate concurrent combat conditions.

Special Rules

The duke gets two attacks per round. He may use them on the same target or two separate targets.

The king effectively gets a +1 to hit. He reduces his opponent's defense by one point.

Play Variations

You can play this game as a field battle using the whole board. You can play as a limited front using only a few squares. You can play different scenarios, like to the last man, or kill the king.

Atlantian Doctrinal Standard:

Both Knights are armed with Sword and Shield, having the same defense and range profile as pawns. They also lose the two attacks, however retain the additional movement. This raises the number of shield equipped pieces to 11. 11 Shields, 2 Spears, 2 Poles, 1 Archer.

If players agree, pieces may begin deployment up to the third line from a player's edge of the board, allowing the pieces to begin in the standard Atlantian Field Formation as described in the Atlantian Basic Melee Training Manual.