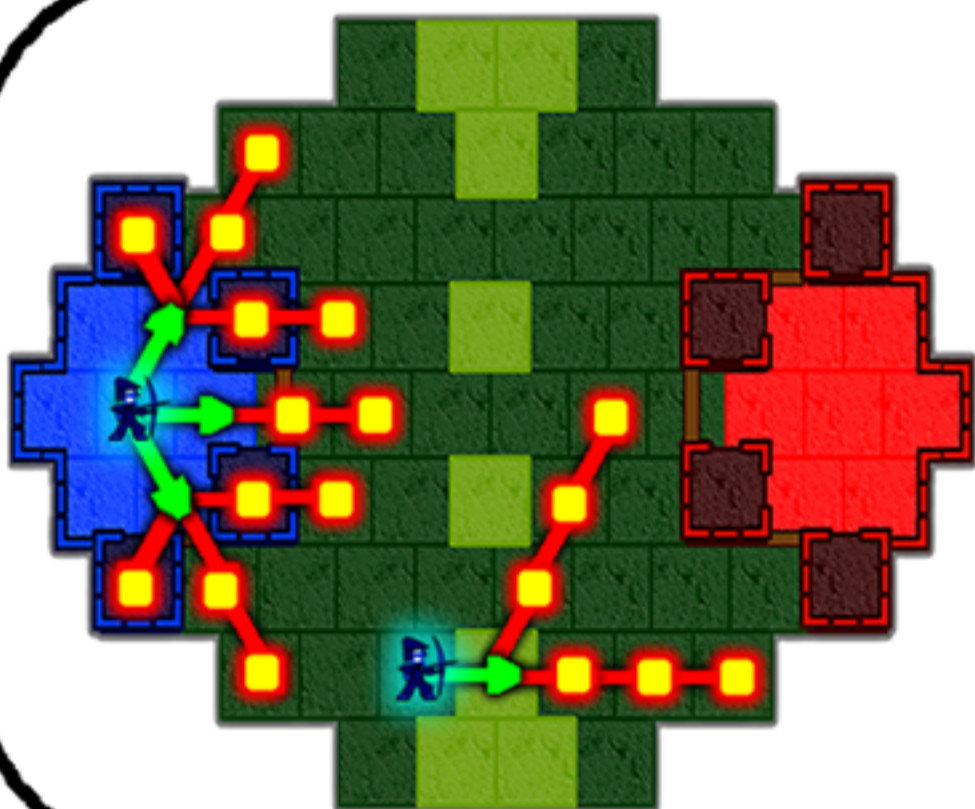




ARCHER



MOVEMENT

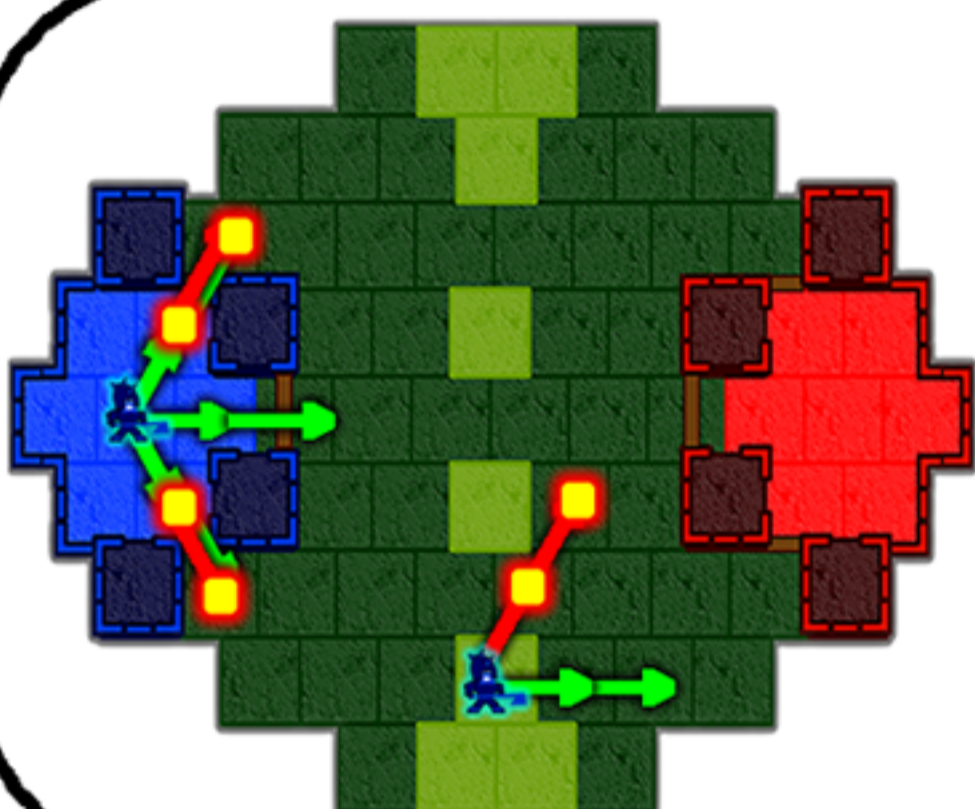
ARCHER CAN MOVE ANY DIRECTION
ARCHER CAN MOVE 1 SPACE PER TURN
+ 2 SPACES WHEN LEAVING ELEVATION



ATTACK

ARCHER MUST MOVE FIRST BEFORE ATTACKING
ARCHER CAN FIRE 1 OR 2 SPACES AWAY
+ 1 TO 3 SPACES FROM ELEVATION

WARRIOR



MOVEMENT

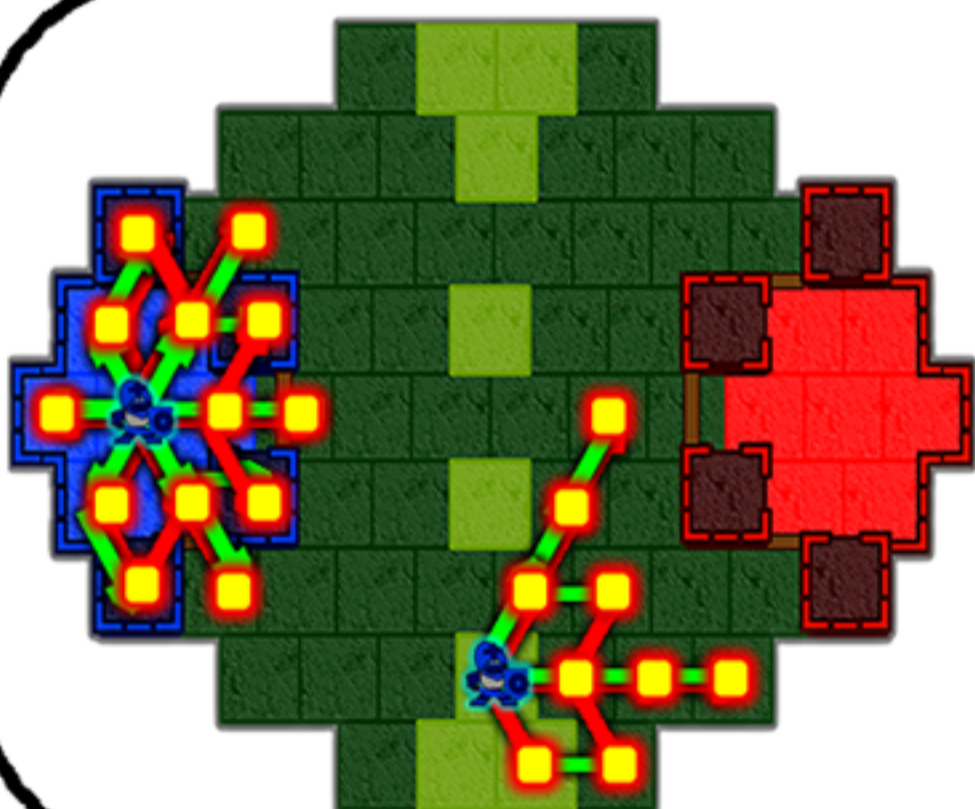
WARRIOR CAN MOVE FORWARD/DIAGONAL
WARRIOR CAN MOVE 1 SPACE PER TURN
+ 2 SPACES FROM START/ELEVATION



ATTACK

WARRIOR ATTACKS DIAGONALLY
WARRIOR MUST LAND ON OPPONENT TO ATTACK
+ WARRIOR UPGRADES TO KNIGHT AFTER ATTACKING

KNIGHT



MOVEMENT

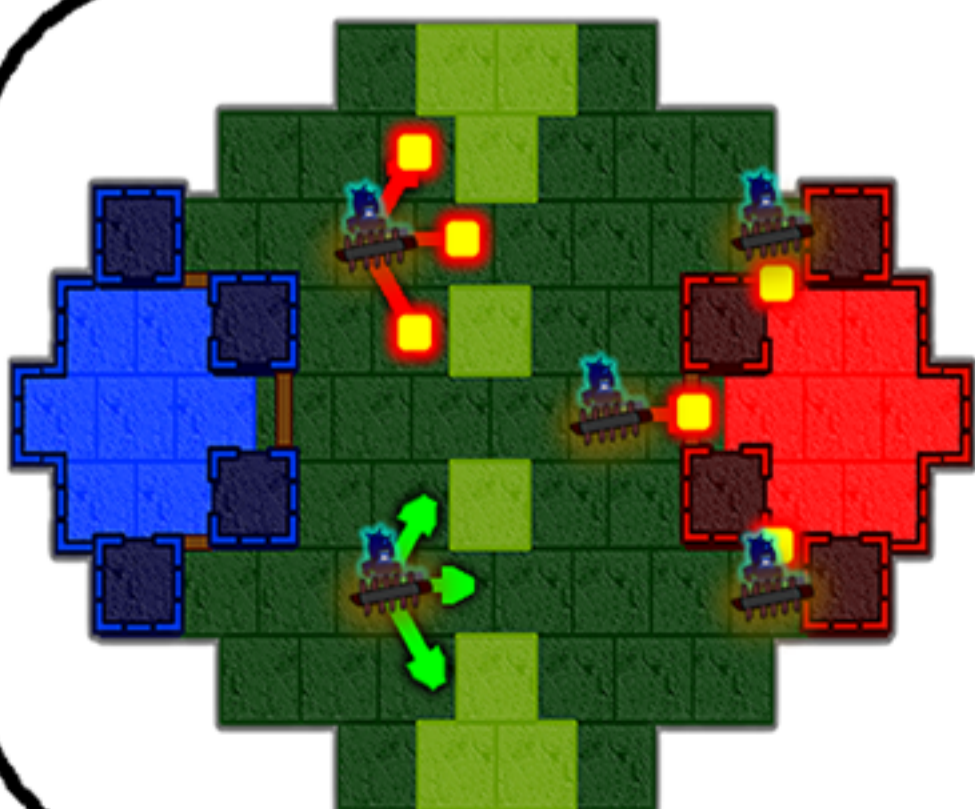
KNIGHT CAN MOVE ALL DIRECTIONS
KNIGHT CAN MOVE 1-2 SPACES PER TURN
KNIGHT CAN CHANGE DIRECTION
1-3 FROM ELEVATION (DIR.CHANGE = 2max)



ATTACK

KNIGHT ATTACKS DIAGONALLY & HORIZONTALLY
KNIGHT MUST LAND ON OPPONENT TO ATTACK

RAM



MOVEMENT

RAM REQUIRES WARRIOR/ARCHER TO MOVE
RAM CAN ONLY BE MOVED 1 SPACE PER TURN
+ PLACE BESIDE ENEMY GATE TO BREACH



ATTACK

USE TO BREACH ENEMY CASTLE GATES
RAM CAN BE USED BY WARRIORS TO ATTACK FORWARD
+ RAM PROTECTS PIECES FROM ARCHER ATTACK

RAM CAN DESTROY OTHER SIEGE WEAPONS



MAGE

MOVEMENT →

MAGE CAN MOVE/ATTACK ANY DIRECTION
MAGE CAN MOVE 1 SPACE PER TURN
+ 2 SPACES WHEN LEAVING ELEVATION

ATTACK ■

MAGE MUST MOVE FIRST BEFORE ATTACKING
MAGE ATTACKS TWO SPACES IN A STRAIGHT LINE
+ 1-2, OR 2-3 SPACES FROM ELEVATION

MAGE ATTACK CAN DESTROY SIEGE WEAPONS

CAVALRY

MOVEMENT →

CAVALRY CAN MOVE ANY DIRECTION 2+
+ 1 DIAGONAL MOTION (OPTIONAL)
2-3 SPACES FROM ELEVATION + DIAGONAL

ATTACK ■

CAVALRY ATTACKS ON FINAL MOVEMENT
CAVALRY MUST LAND ON OPPONENT TO ATTACK

CATAPULT

MOVEMENT →

CATAPULT REQUIRES WARRIOR/ARCHER TO MOVE
CATAPULT CAN MOVE 1 SPACE PER TURN
+ NO EFFECT FROM ELEVATION

ATTACK ■

CATAPULT ATTACKS 1-2 SPACES AWAY
+ CATAPULT ATTACKS 1-3 SPACES AWAY FROM ELEVATION

CATAPULT CAN DESTROY OTHER SIEGE WEAPONS

QUEEN

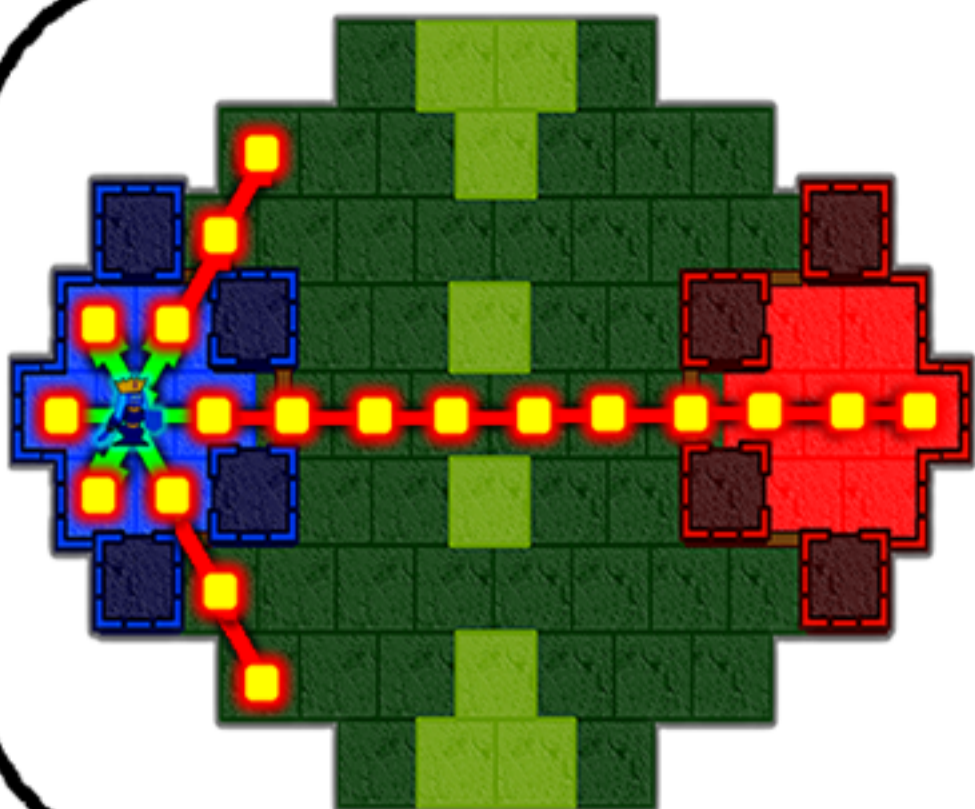
MOVEMENT

QUEEN CAN MOVE STRAIGHT IN ANY DIRECTION
QUEEN CAN MOVE UP TO 12 SPACES ONE WAY
ELEVATION HAS NO EFFECT ON MOVEMENT



ATTACK

QUEEN ATTACKS SPACE MOVED TO
QUEEN CAN ONLY ATTACK ONE ENEMY PER TURN



KING

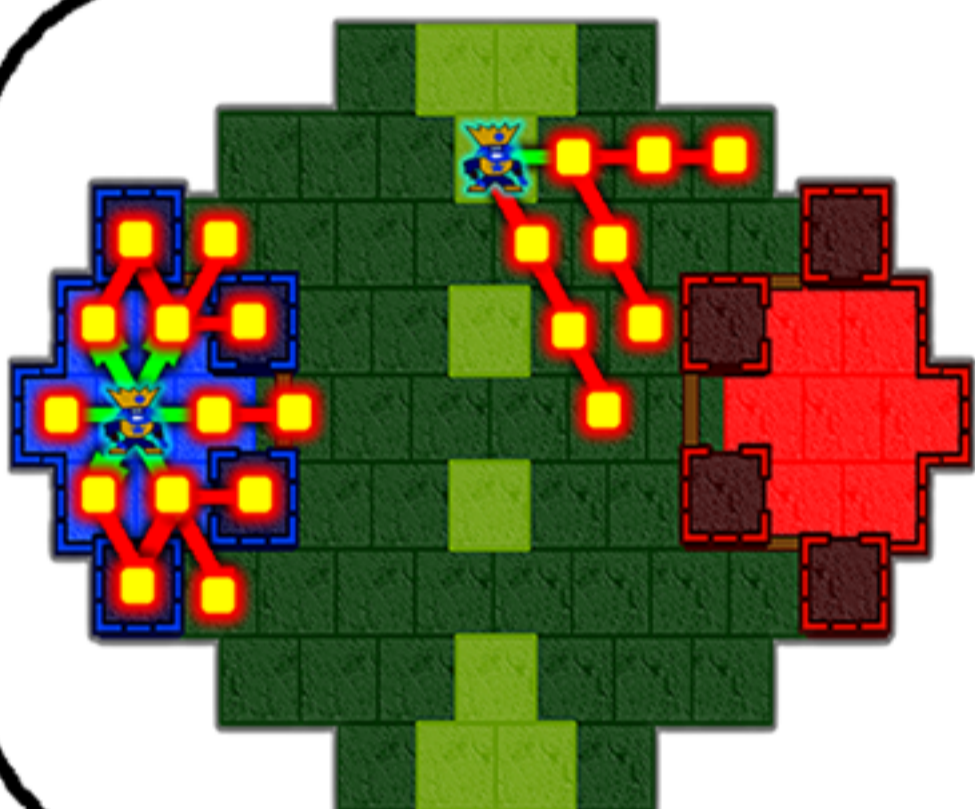
MOVEMENT

KING CAN MOVE IN ANY DIRECTION
KING CAN MOVE 1-2 SPACES PER TURN
1-3 SPACES FROM ELEVATION



ATTACK

KING ATTACKS SPACE MOVED TO
KING MUST LAND ON OPPONENT TO ATTACK
+ CAPTURING ENEMY THRONE WINS THE GAME



ASSASSIN

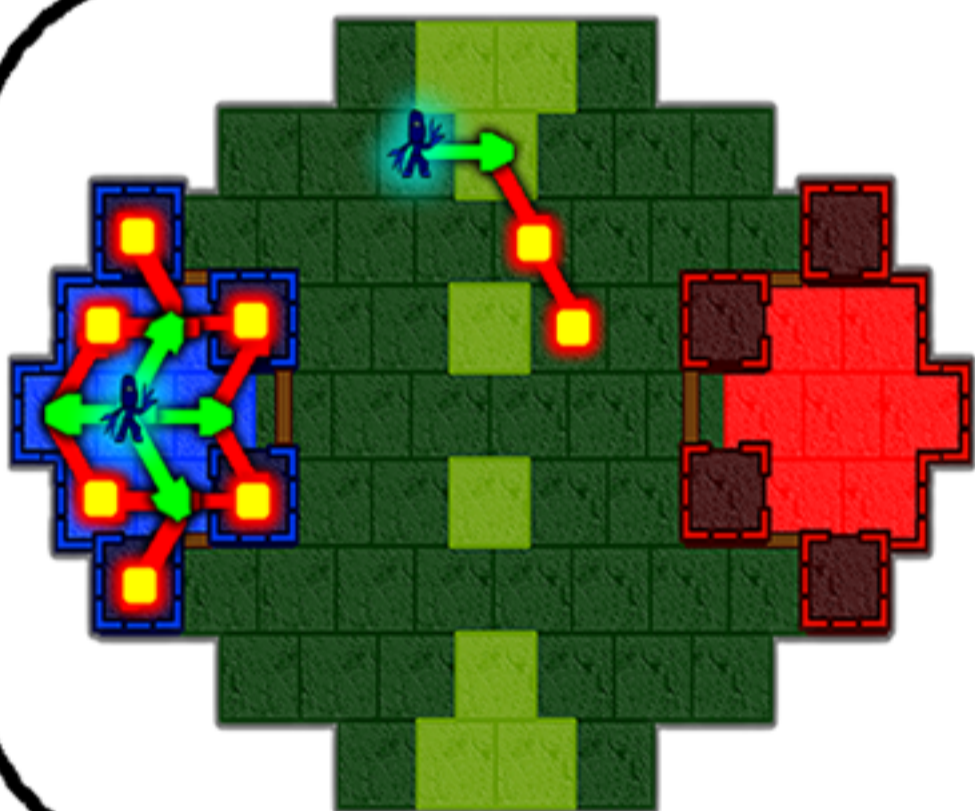
MOVEMENT

ASSASSIN CAN MOVE 1 Up/Down, 1 left/Right
ASSASSIN CAN MOVE 2 SPACE PER TURN
3 SPACES FROM ELEVATION



ATTACK

ASSASSIN ATTACKS SPACE MOVED TO
ASSASSIN MUST LAND ON OPPONENT TO ATTACK



TOWER

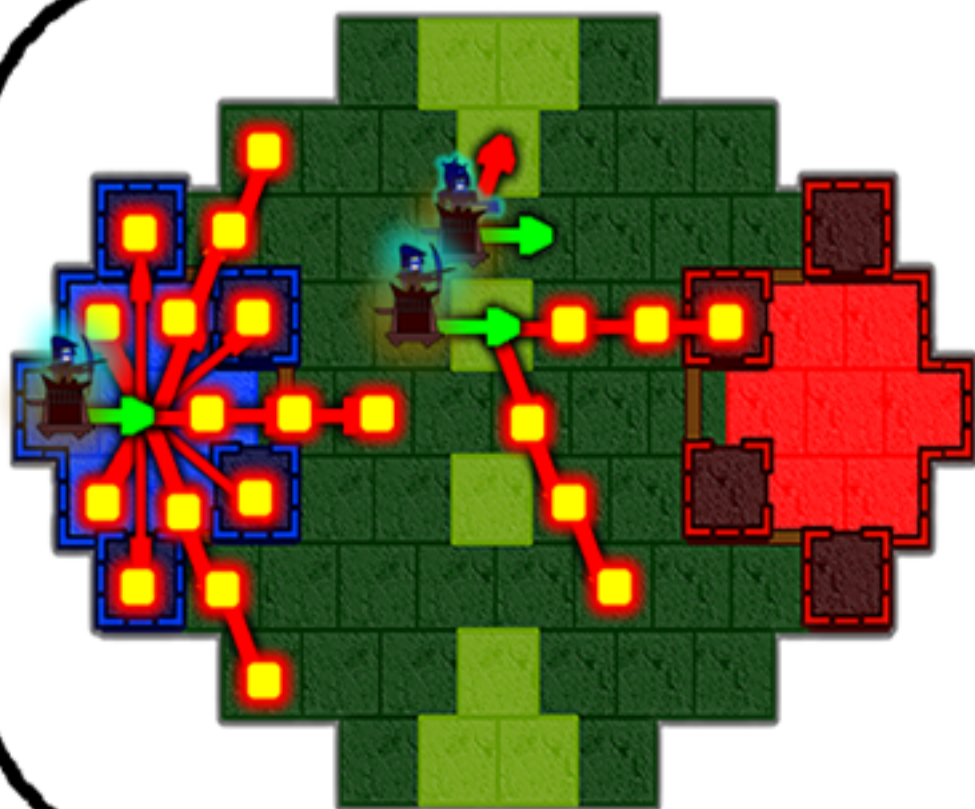
MOVEMENT

TOWER REQUIRES WARRIOR/ARCHER TO MOVE
TOWER CAN ONLY BE MOVED 1 SPACE PER TURN
+ PLACE BESIDE ENEMY CASTLE TO BREACH



ATTACK

ACTS AS ELEVATION POINT FOR ARCHERS (+ 1 ATTACK SPACE)
ACTS AS BREACH POINT TO ENTER ENEMY CASTLE
+ TOWER PROTECTS PIECES FROM ARCHER ATTACK





GAME RULES

GAME START / PLACE PIECES

USE GAME SETUP GUIDE TO SET UP GAME BOARD CHARACTER PIECES
 EACH PLAYER THEN PLACES THEIR 5 SEIGE MACHINES UNDER WARRIORS OF THEIR CHOOSING
 +FLIP A COIN TO DETERMINE WHO MOVES FIRST

HOW TURNS WORK

PLAYER PICKS A PIECE TO MOVE
 PLAYER MOVES PIECE TO FINAL POSITION, OR ATTACK POSITION
 +MAGES, ARCHERS, & CATAPULTS ATTACK ADJACENT SQUARES AFTER MOVEMENT (MUST MOVE TO ATTACK)
 ALL OTHER UNITS ATTACK THE SPACE THAT THEY MOVE INTO

WIN CONDITIONS

ONLY 1 CONDITION REQUIRED TO WIN

- 1 - SLAY THE ENEMY KING
- 2 - TRAP THE ENEMY KING IN CHECK-MATE
- 3 - USE YOUR KING TO CAPTURE THE ENEMY KINGS THRONE (STARTING SPACE)



BATTERING RAM



CATAPULT



TOWER

SEIGE MACHINES

SEIGE MACHINES CAN ONLY BE MOVED BY WARRIORS, KNIGHTS, AND ARCHERS
 SEIGE MACHINES CAN ONLY MOVE ONE SPACE PER TURN
 SEIGE MACHINES CAN MOVE IN ANY DIRECTION
 +ARCHERS AND MAGES CAN USE TOWERS AS ELEVATION POINTS TO EXTEND THEIR RANGE +1

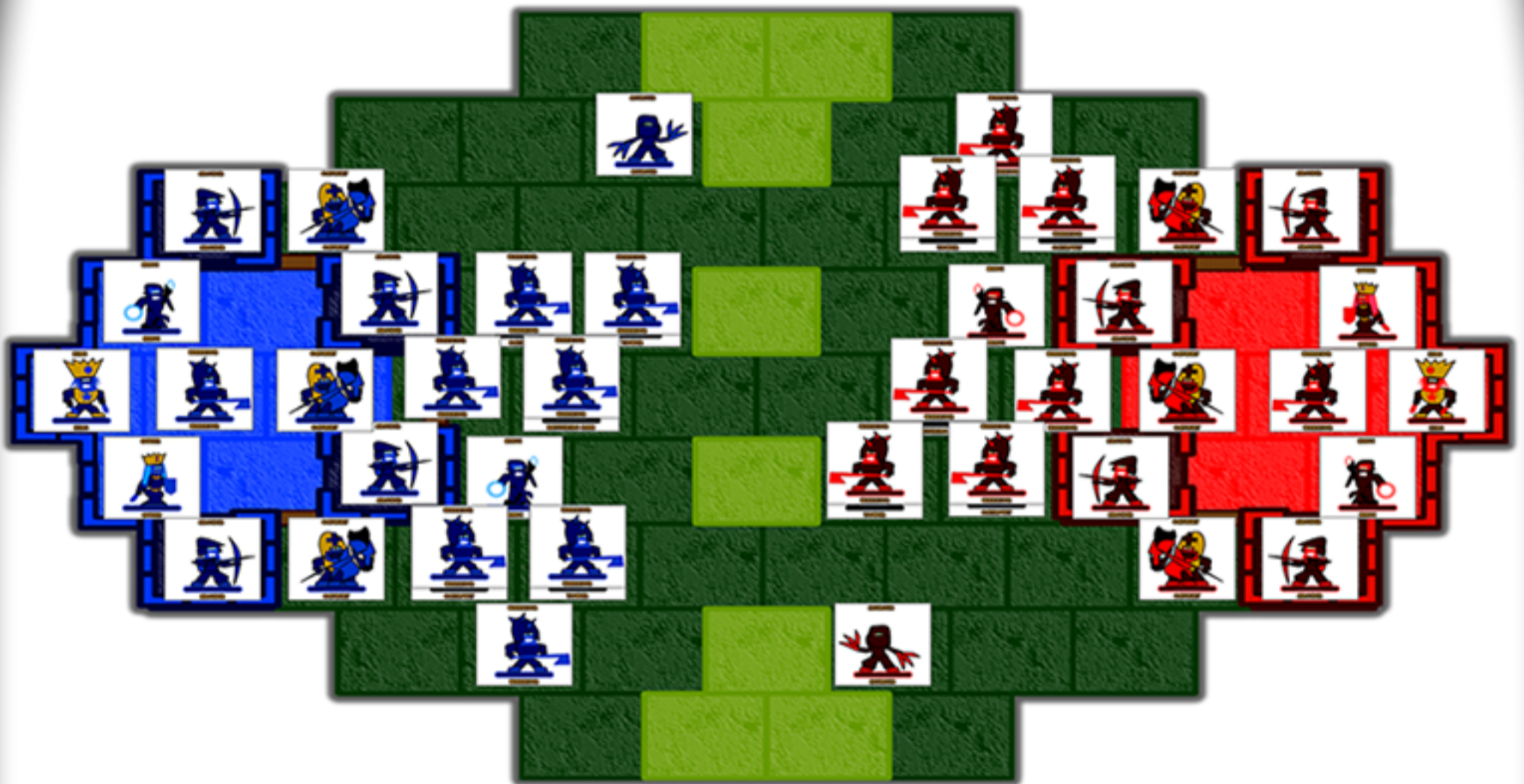
SEIGE MACHINE ATTACKS

ANY UNIT CAN OPERATE/FIRE/USE SEIGE EQUIPMENT
 ONLY WARRIORS, KNIGHTS AND ARCHERS CAN MOVE SEIGE EQUIPMENT
 DOUBLE ATTACKS ARE NOT PERMITTED (ARCHER MOVES CATAPULT, FIRES CATAPULT, CANNOT USE ARCHER ATTACK)
 EXAMPLE - A TOWER PLACED BESIDE CASTLE WALLS ACTS AS A BREACH POINT/ENTRANCE
 EXAMPLE - A MAGE CANNOT MOVE A CATAPULT BUT CAN FIRE IT
 EXAMPLE - A MAGE/ARCHER CAN USE A TOWER AS AN ELEVATION POINT, AFTER MOVING TO IT
 EXAMPLE - ARCHERS CAN MOVE TOWERS, THEN ATTACK FROM THE NEW POSITION
 EXAMPLE - ONCE A GATE IS DESTROYED BY CATAPULT, IT CANNOT BE REPAIRED/CLOSED



GAME SETUP

GAMETYPE ONE SETUP



GAMETYPE TWO SETUP

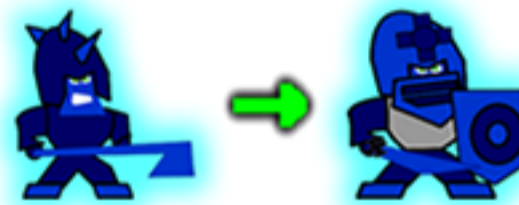




GAME RULES

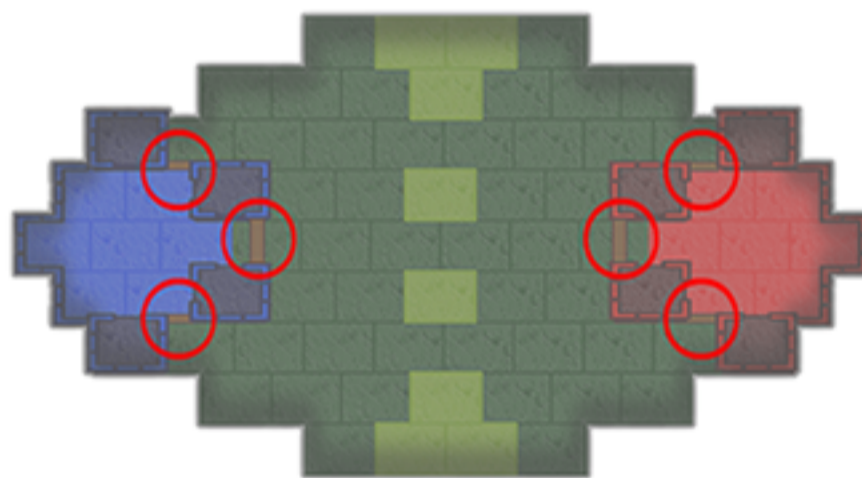
WARRIOR UPGRADE

*IF WARRIORS ACHIEVE 1 KILL, OR REACH THE END OF THE BOARD THEY CONVERT TO KNIGHTS
 KNIGHTS MOVE LIKE WARRIORS BUT CAN MOVE & ATTACK IN ALL DIRECTIONS
 UPGRADED WARRIORS (KNIGHTS) ARE NOT CALVARY (HORSES)*



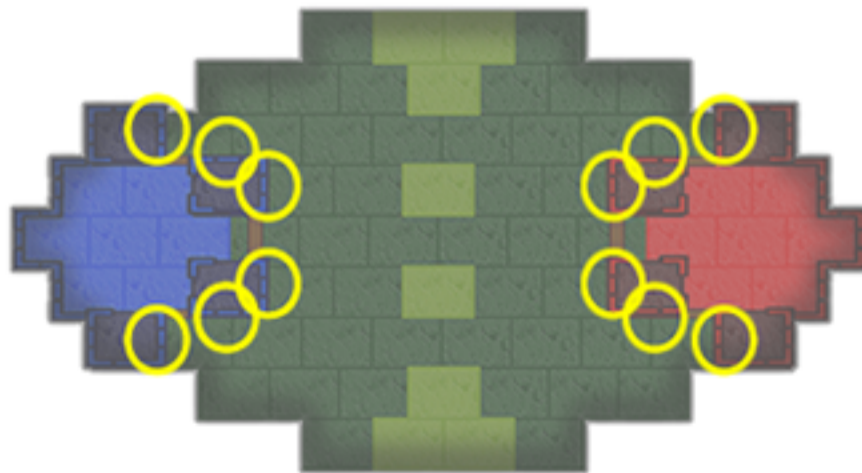
CASTLE GATES

*CASTLE GATE SPACES CANNOT BE CROSSED BY OPPONENT UNLESS BREACHED BY SEIGE WEAPONS
 MAIN GATE, AND SIDE GATES CAN BE DESTROYED BY BATTERING RAM OR CATAPULT
 CASTLE WALLS CAN BE DESTROYED USING CATAPULTS (1 WALL PER ATTACK)
 CASTLE WALLS CAN BE BREACHED/CUMBED OVER BY PLACING A TOWER PLACED BESIDE THEM*



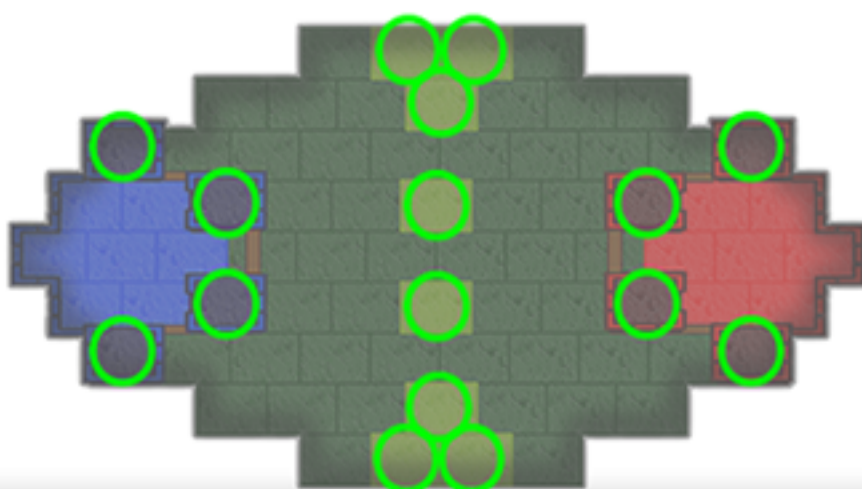
CASTLE WALLS

*CASTLE WALLS CAN BE DESTROYED USING CATAPULTS (1 WALL PER ATTACK)
 CASTLE WALLS CAN BE BREACHED/CUMBED OVER BY PLACING A TOWER PLACED BESIDE THEM*



ELEVATION POINTS

ELEVATION POINTS INCREASE UNIT MOVEMENT/ATTACK RANGE

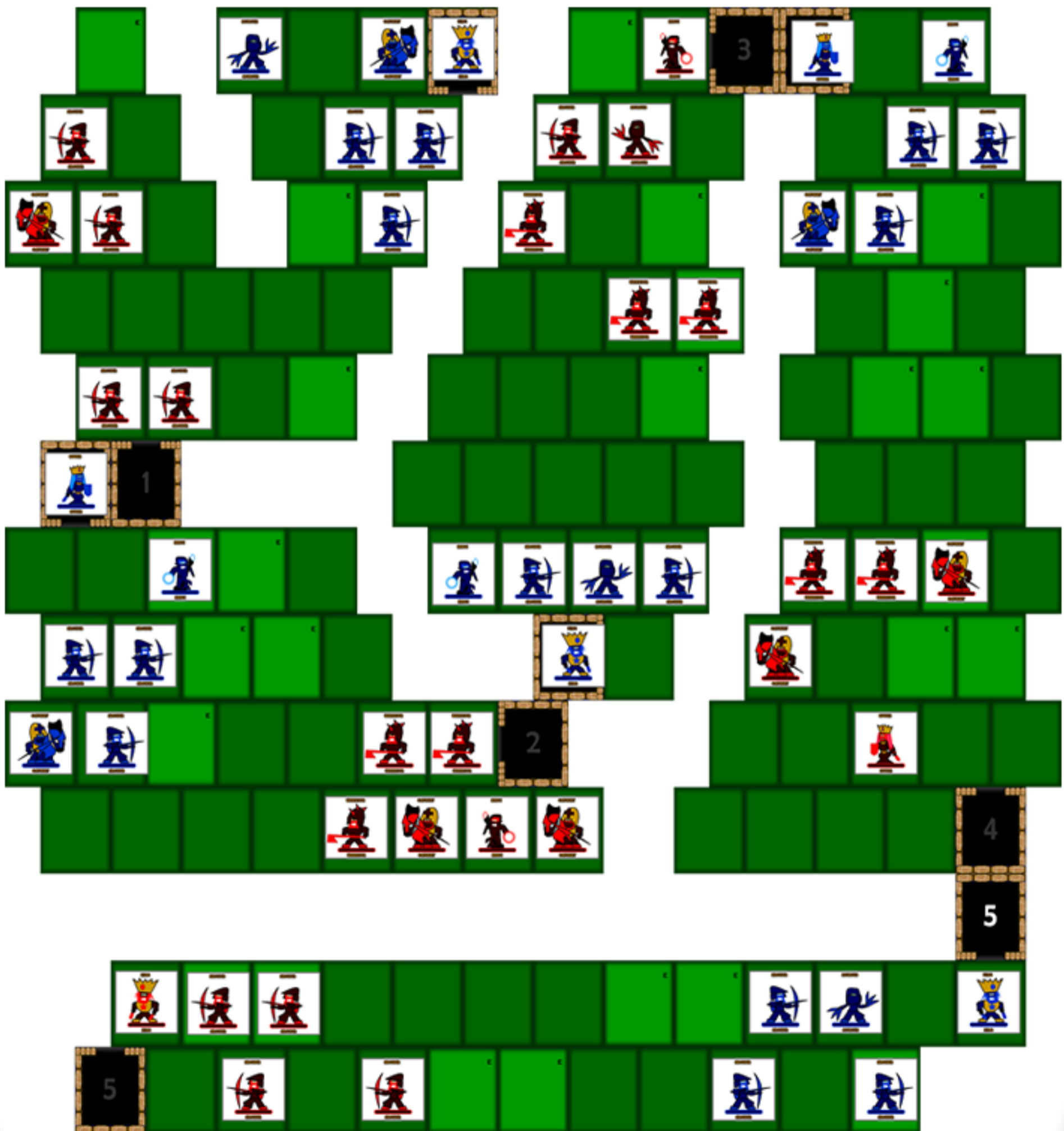




GAME SETUP

THE KINGS QUESTS

IN THE KINGS QUESTS, BLUE MUST ELIMINATE ALL ENEMIES OR REACH THE PASSAGWAY TO THE NEXT CAMPAIGN TO ADVANCE. THE RED ARMIES GOAL IS TO STOP THEM.

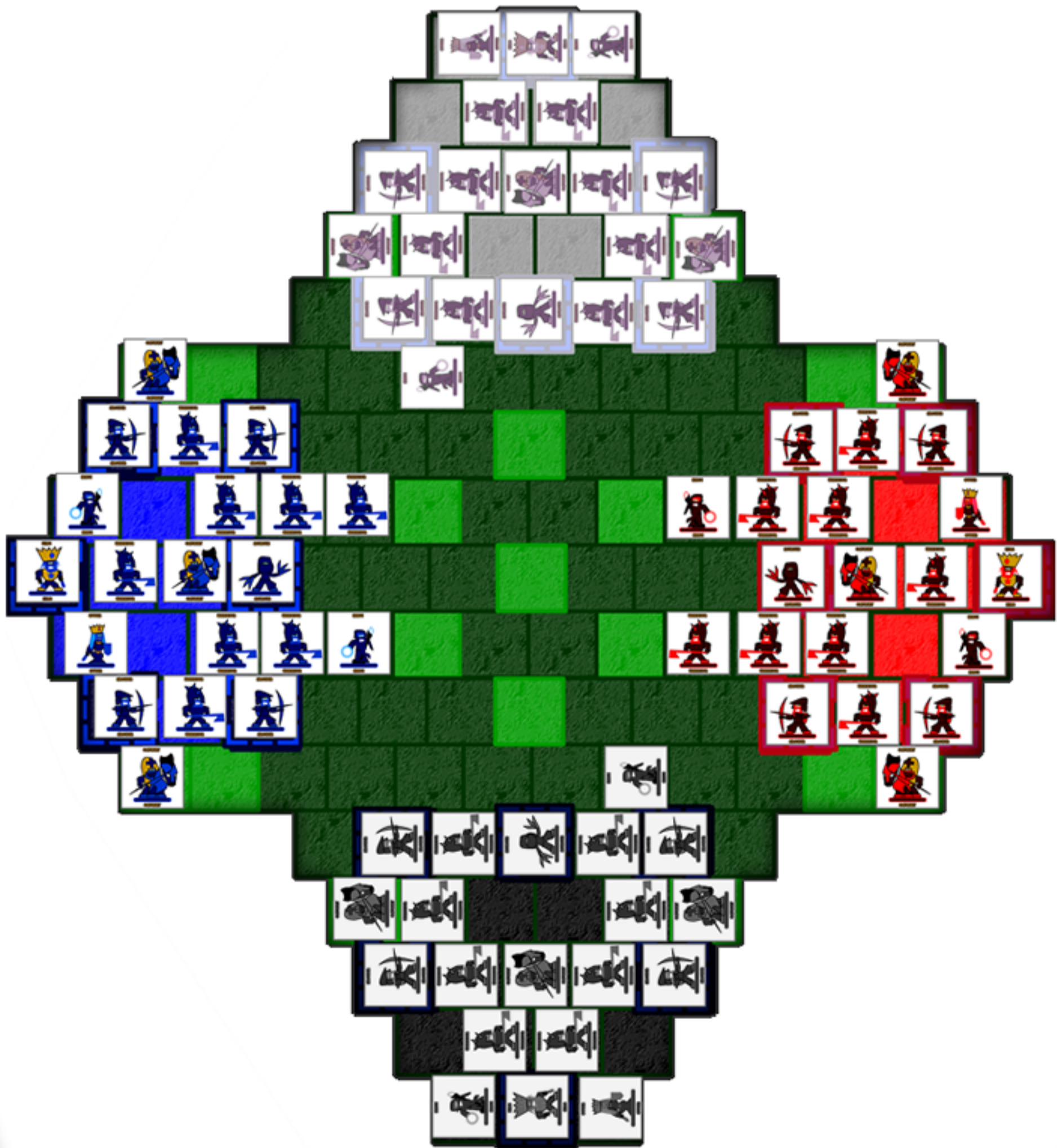




GAME SETUP

THE EMPERORS EXPANSION

IN THE EMPERORS EXPANSION, FOUR PLAYERS COMPETE TO CLAIM VICTORY OVER THE ENTIRE BATTLEFIELD. WHITE GOES FIRST. FLIP COIN TO DETERMINE CLOCKWISE, OR COUNTER-CLOCKWISE TURN ORDER. LAST KING STANDING WINS.



\$10.00 CAD



Print & Play
2020 Edition Shown



PnP Includes Black + White as well as full Colour Rule Book



CASTLE CHES

GAME RULES

NAME: STAR CAPTAIN DREAD

AGE: 10+

PLAYERS: 2

TIME: 30-45 minutes

GENRE: Fantasy, Strategy

GAME SETUP

1. Place the pieces on the board as shown in the diagrams.

2. The King and Queen are placed on the central squares.

3. The other pieces are placed on the squares indicated by the arrows.

GAME RULES

MOVING PIECES

WARRIOR: Moves one square in any direction.

ARCHER: Moves any number of squares in any direction, but cannot move through other pieces.

CAVALRY: Moves any number of squares in any direction, but cannot move through other pieces.

MAGE: Moves any number of squares in any direction, but cannot move through other pieces.

ASSASSIN: Moves one square in any direction, but cannot move through other pieces.

KING: Moves one square in any direction.

QUEEN: Moves any number of squares in any direction.

CASTLE CHES

WARRIOR

MOVES: One square in any direction.

ARCHER

MOVES: Any number of squares in any direction, but cannot move through other pieces.

CAVALRY

MOVES: Any number of squares in any direction, but cannot move through other pieces.

MAGE

MOVES: Any number of squares in any direction, but cannot move through other pieces.

ASSASSIN

MOVES: One square in any direction, but cannot move through other pieces.

KING

MOVES: One square in any direction.

QUEEN

MOVES: Any number of squares in any direction.

STAR CAPTAIN DREAD

MOVES: One square in any direction.

CASTLE CHESS®

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TO THE EMPRESS
JESSICA DAUW
The Empress of Cochin
STAR CAPTAIN DREAD



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Handwritten signature

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CASTLE CHESS



This Chess Variant was designed & developed by Andrew J. Kuess and was first published in 2020 by STAR CAPTAIN DREAD; A Canadian Gaming & Entertainment company founded in Toronto, Canada.

As of 2021, CASTLE CHESS has been released in 5 Different Formats

2020 Exclusive/ CASTLE CHESS: Noble Edition (Custom P&P)

2021 / CASTLE CHESS: Print & Play Edition

2020/ CASTLE CHESS: STANDARD EDITION

2021 / CASTLE CHESS: EMPERORS EXPANSION

2021 / CASTLE CHESS: ONLINE