

Gladiator Chess

By
Steve Wachs

I designed Gladiator Chess way back in high school - a long time ago! Originally the game had AD&D stats for the chess pieces, but those are long since gone. The idea was to have the players captured and forced to participate in the game. The multiple commanders meant that every player would have an active role.

If you feel inclined to alter the rules or create stats, please post them on the Dragonsfoot forum or at our website forum: www.redpubgames.com. Thanks and I hope you enjoy this game as much as we did!

Steve Wachs

Gladiator Chess

1. Played on a board 10 squares by 12 squares.
2. Designed for two teams of up to four players per team.
3. Played similar to regular chess, except each player represents one or more commanders that control the movement of their playing piece plus the pieces they control. Each commander gets one move per turn.
4. The order of moves is as follows (starting, then opposing color):
 1. King (himself, the mounted knight, or one of his footmen)
 2. Queen (herself, her champion, or one of the warriors)
 3. Black Knight (himself or one of his scouts)
 4. King's Knight (himself or one of his squires)
5. The King can override the move of another commander (see the King's description hereafter for more details on overriding), but cannot override his own move to move another commander's piece.
6. A playing piece can only be moved once per turn. The King cannot override another commander to move a piece a second time that turn.
7. If a commander is unable to move himself or his underlings on his turn, the King can override that commander's move and move any piece that has not yet moved that turn. Each team should always get four moves per turn.
8. In most situations, capturing pieces is not automatic. The attacking and defending pieces roll dice to determine combat resolution.
9. The attacking piece adds an extra 1d6 to their combat resolution roll, the defending piece always wins ties - see below for the number of dice each piece uses for combat resolution. Attacker and defender roll dice, subtracting the difference from the losers hit points. An attacker or defender reduced to zero hits or less loses. Losing piece is captured and winner takes the square.
10. To win the game, a team must capture and hold the opposing Queen for 5 turns, or checkmate or kill the opponent's king.

THE KING

1. Moves as a King in regular chess, unless the Queen is captured, see #11 below.
2. Uses 5d6 for combat resolution and has 30 hit points.
3. Cannot be attacked until the death of the King's Knight, but any piece can place him in check/checkmate.
4. Commands the movement of himself, the mounted knight, and the footmen.
5. Instantly eliminates any piece occupying a square he moves into (except either queen), including his own pieces - which he may only due to move out of check.
6. If a team's King is placed in check, that team's next move must be to move the king out of check or the King is checkmated. One of three things can happen:
 1. The next commander is able to move a piece to remove the king from check.
 2. The king overrides the next commanders move to move himself or a piece that removes the king from check.
 3. The king cannot move himself or another piece to save himself from checkmate, and the game ends. If the king has already moved himself during the turn, he cannot move himself again to avoid checkmate.
7. Can override the move of another commander to move a piece of his choice. This is done by stating, before the start of that commander's move "I override [the queen's] move and move [the black knight] here."
8. Cannot override his own move to move another piece.
9. The commander that was overridden forfeits its move. In the above example, the queen loses her move but not the black knight - he can still move one of his scouts.
10. After the death of the King's Knight, the following changes occur:
 1. No instant elimination, King must fight any piece occupying a square he enters, and vice versa. Only affects King in question, not both - also applies to rule 11 below.
 2. King can now be attacked but cannot be placed in check or checkmated - to win the game, he must now be killed.
11. After the Queen is captured, the following changes are made:
 1. King now moves as a queen in regular chess, for the duration of her captivity.
 2. No instant elimination, as above, and can attack the Black Knight to recover the Queen.
 3. Can now attack/be attacked, but cannot be placed in check/checkmate.

MOUNTED KNIGHT

1. Moves as a knight in regular chess (can vault over pieces).
2. Uses 3d6 for combat resolution and has 16 hit points.

FOOTMAN

1. Attack as pawns in regular chess, but have the option of moving forward one or two squares throughout the game.
2. Uses 1d6 for combat resolution and has 4 hit points.
3. Replaced by a captured Warrior or Scout (King's choice) upon reaching opponents far side.
4. If victorious in battle, they return to chessboard fully healed.

THE QUEEN

1. Moves as a queen in regular chess.
2. Cannot attack or be attacked, but can land in an occupied square and “freeze” her opponent until she leaves the square. “Frozen” commanders cannot move themselves but they still control their minions.
3. Can freeze all opposing pieces except the King. The frozen piece is removed from the board and placed on the tally sheet, until released.
4. If the opposing king can no longer be check/checkmated due to the loss of his King’s Knight or the capture of his queen, then he is subject to being frozen if the queen lands in his square.
5. Can only be captured by Black Knight, one of his scouts, or the King (if he has lost his King’s Knight or his own queen has been captured). She is removed from the board and placed on the tally sheet.
6. If the queen is captured and held for 5 turns, the capturing team wins the game.
7. There are three ways to recover a captured queen:
 1. Kill the abductor (Black Knight, or scout).
 2. Capture the opponent’s queen, at which time the queens are swapped.
 3. Kill or checkmate opposing king - the checkmated or killed King’s team loses the game.
8. A returning queen is always placed in one of the squares adjacent her king.
9. If the queen is captured while holding a piece frozen, the frozen piece is removed to a square along the back row of its starting side and the capturing piece remains in the square.
10. The queen grants an extra 1d6 to any friendly piece attacking a piece she has frozen (this is in addition to the 1d6 granted for attacking in general rule #9 above).
11. If the frozen piece is attacked, the victor remains in the square, the loser removed, and the queen is placed adjacent her king.
12. Commands the movement of herself, her champion, and her warriors.
13. At the start of her turn, the queen can heal any friendly piece adjacent to her square. The warriors, footmen, and squires return from battle fully healed and do not need her healing powers.

CHAMPION

1. Moves EITHER 3 OR 5 squares forward, back, or across, and can change direction once during his move.
2. Uses 4d6 for combat resolution and has 20 hit points.
3. Objective is to protect the queen.

WARRIOR

1. Moves as a rook in regular chess.
2. Uses 2d6 for combat resolution and has 6 hit points.
3. If victorious in battle, returns to chessboard fully healed.

BLACK KNIGHT

1. Moves as a knight in regular chess (can vault over pieces).
2. Uses 4d6 for combat resolution and has 20 hit points.
3. Objective is to capture the queen.
4. Commands the movement of the scouts.

SCOUT

1. Moves as a bishop in regular chess. Note each is on a different color square.
2. Uses 3d6 for combat resolution and has 12 hit points.
3. Controlled by the Black Knight.
4. The scout that captures the opponents queen must be killed to free her - see queen above.

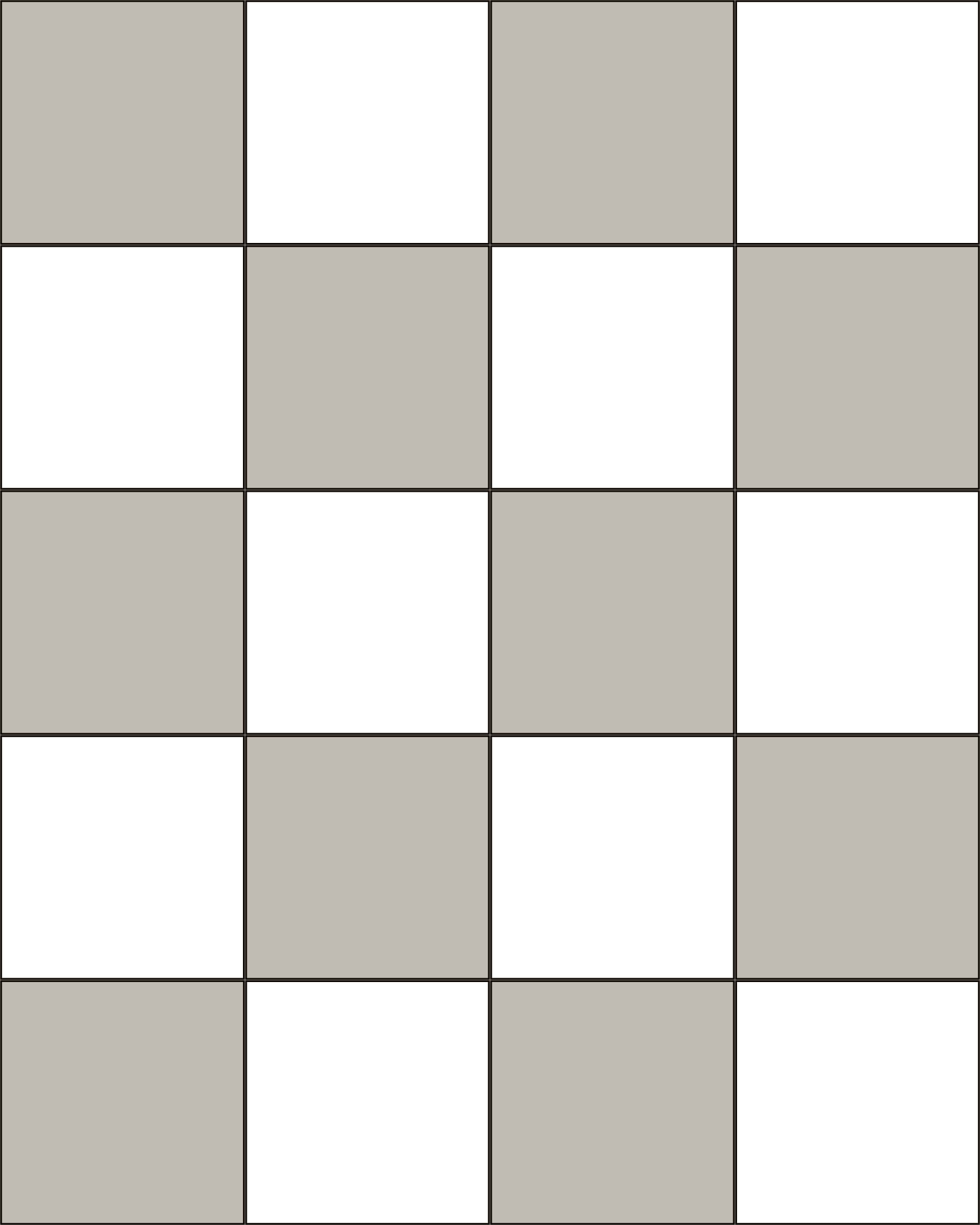
KING'S KNIGHT

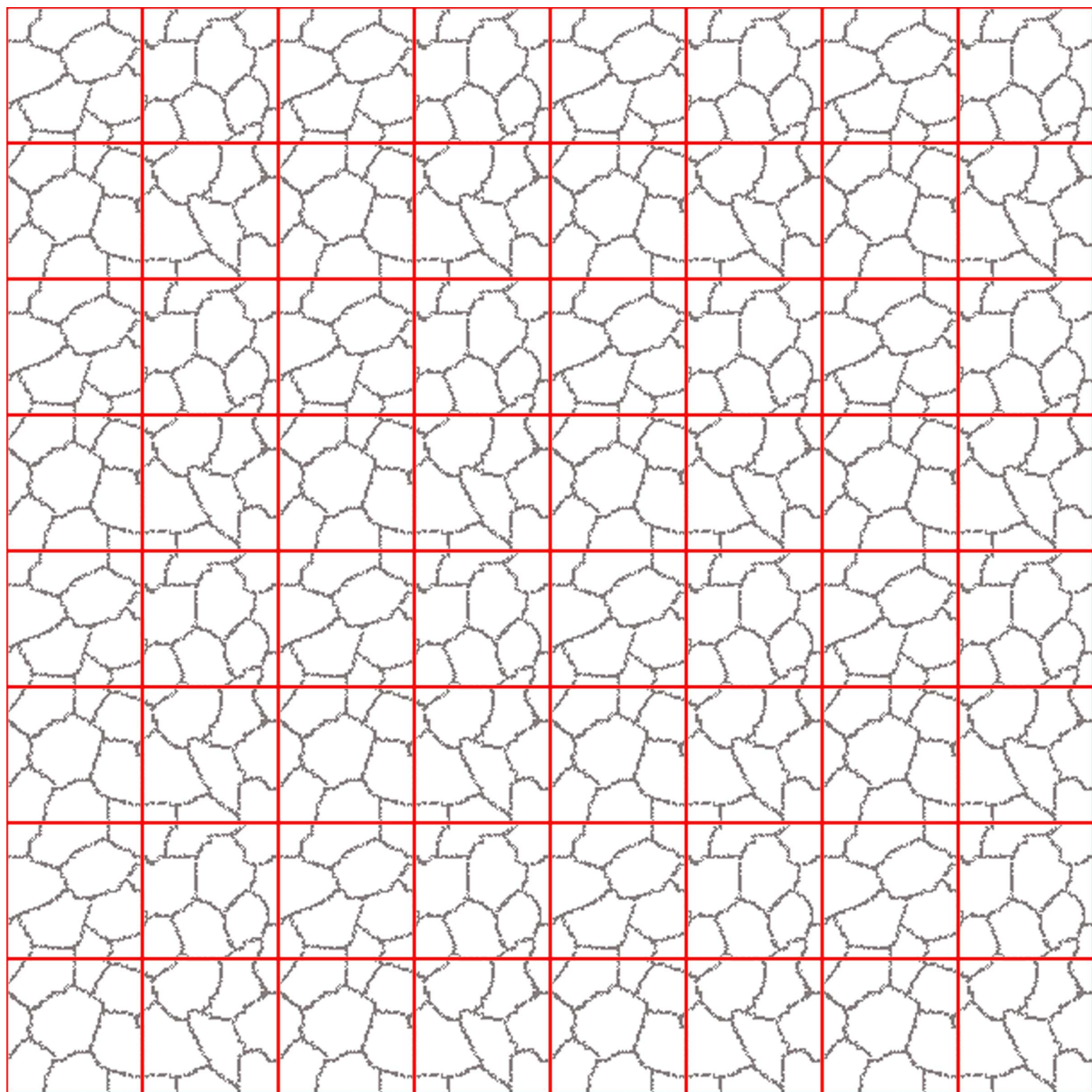
1. Moves as a knight in regular chess (can vault over pieces).
2. Uses 4d6 for combat resolution and has 20 hit points.
3. King's champion and royal guard, he must be killed before any opponent can attack the king.
4. Commander of the squires.

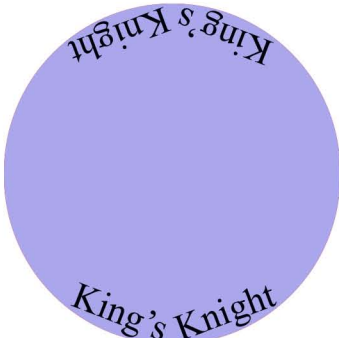
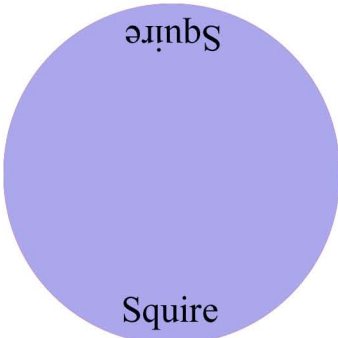
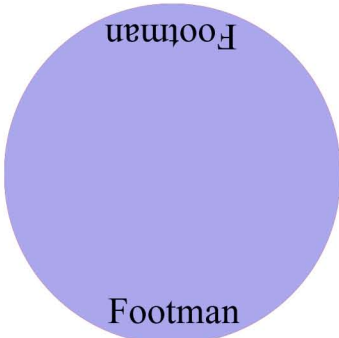
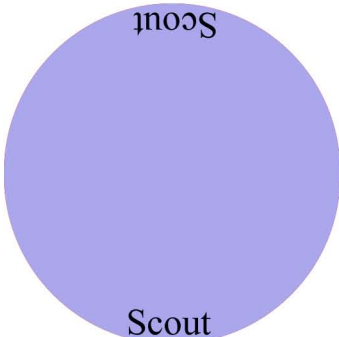
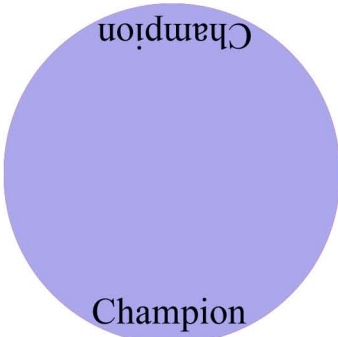
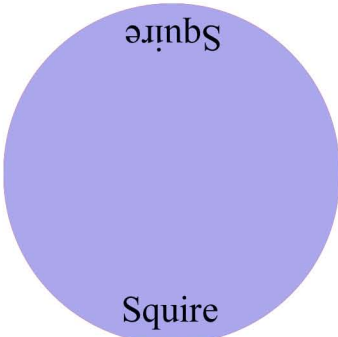
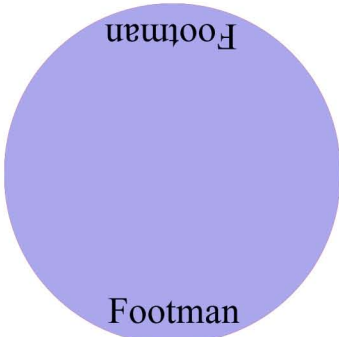
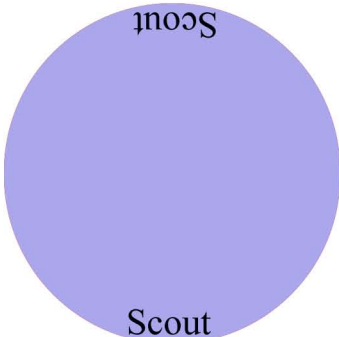
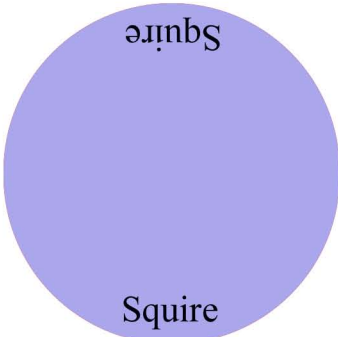
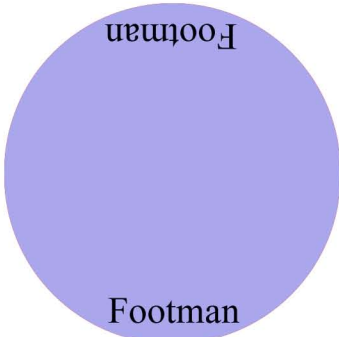
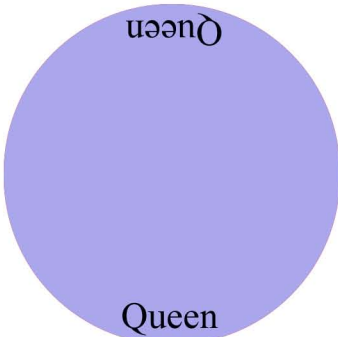
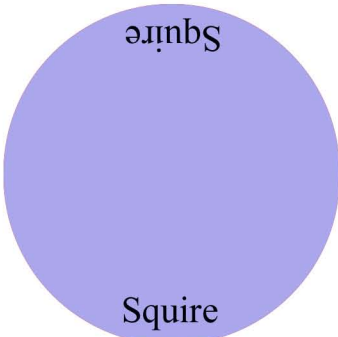
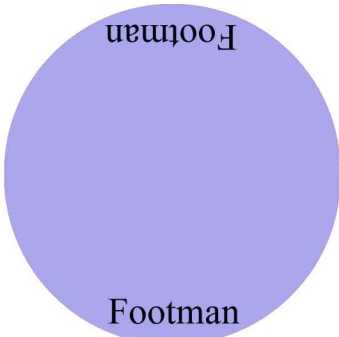
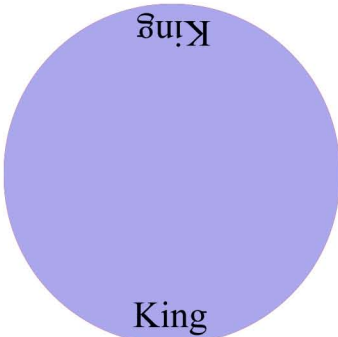
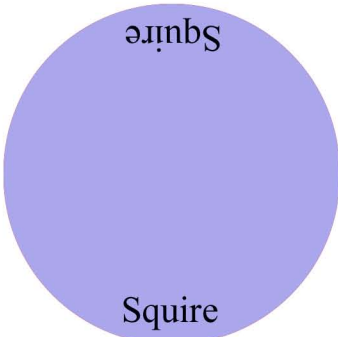
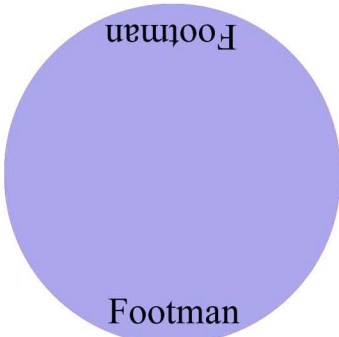
SQUIRE

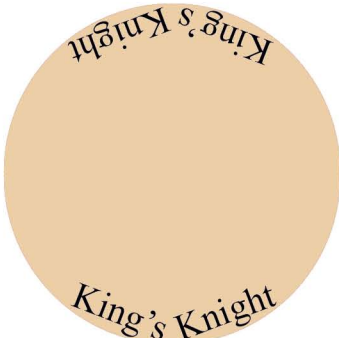
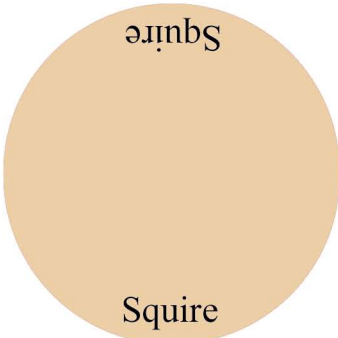
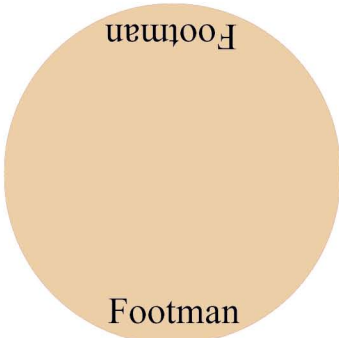
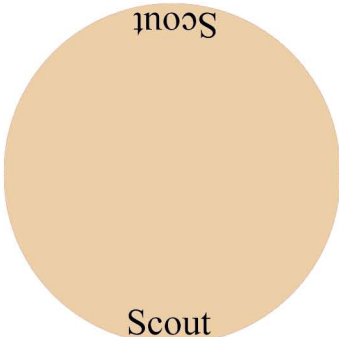
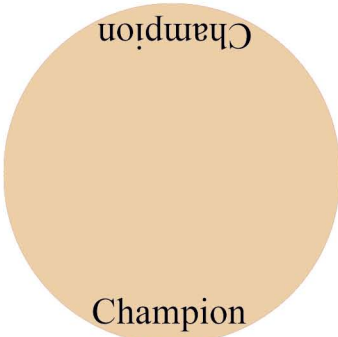
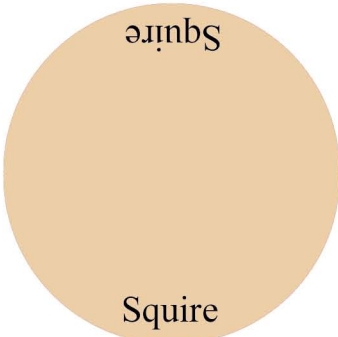
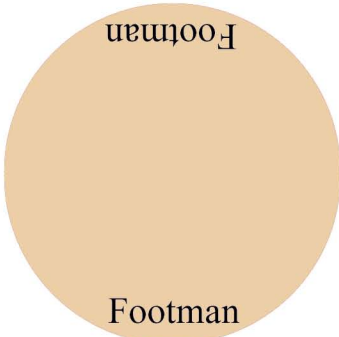
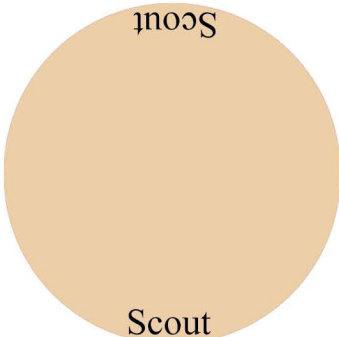
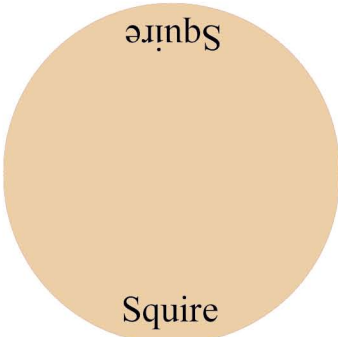
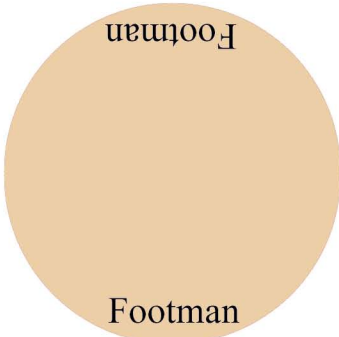
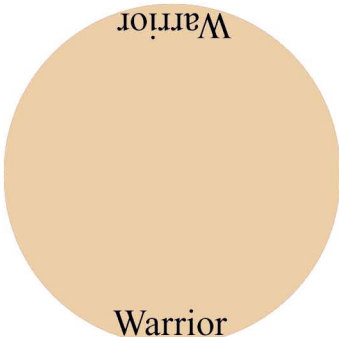
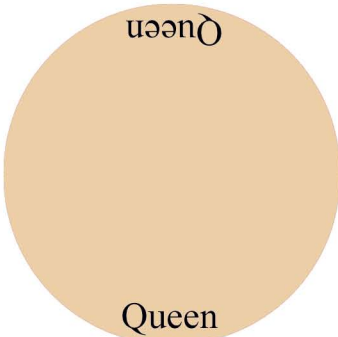
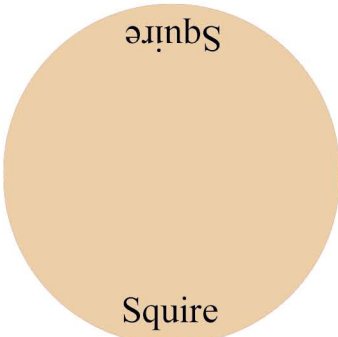
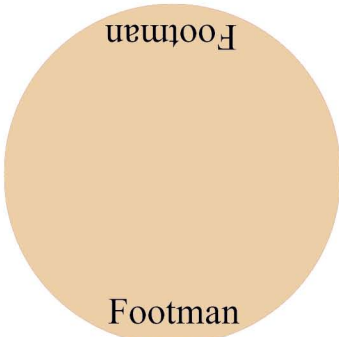
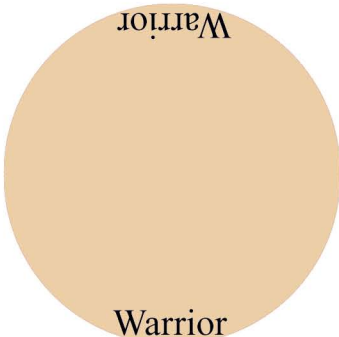
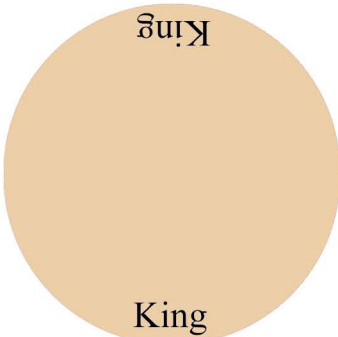
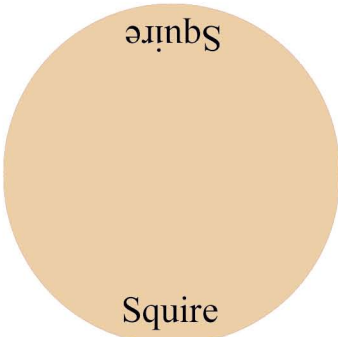
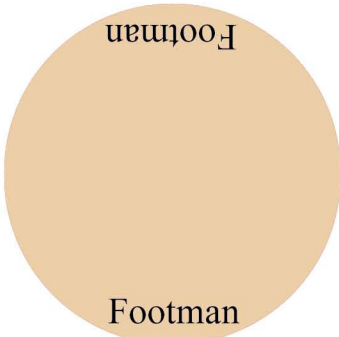
1. Move/attack as pawns in regular chess.
2. Uses 1d6 for combat resolution and has 2 hit points.
3. Replace any captured piece upon reaching opponent's far side.
4. If victorious in battle, they return to the chessboard fully healed.

						Footman	Warrior
						Squire	Warrior
						Footman	Mounted Lancer
						Squire	Scout
						Footman	Black Knight
						Squire	King
						Footman	Queen
						Squire	Champion
						Footman	Scout
						Squire	Mounted Knight
						Footman	Warrior









Frozen
King
Black Knight
Scout
Scout

- King's move - King, mounted knight, or a footman
- Queen's move - queen, champion, or warrior
- Black Knight's move - black knight or scout
- King's Knight's move - king's knight or squire

Captured Queen

