

WW3: Military Chess

WW3: Military Chess is a real-time strategic board game which allows 2-4 people play at the same time. There is only one goal in the game - take down the opponents' bases. No matter how many pieces you or your opponents have, once a player's base is taken, he/she is considered lost.

POWER RANK:

Every player starts with 10 units and they are ranked in a specific power order:

- **Nuclear Bomb (1piece) > Air Craft (1piece) > Tank (1piece) > Capitan (1piece) ≥ Spy (1piece) > Soldier (4pieces) > Base (1piece).** For example, an air craft can take out a tank and a tank can take out a Capitan, but a soldier cannot take out a tank or an air craft.
- **When a lower ranked piece meet a higher ranked piece, it is eliminated. For example, when a captain meets an air craft, the captain is eliminated even if it is in the offense.**

Piece Visuals:



The nuclear bomb;



The air craft;



The Tank;



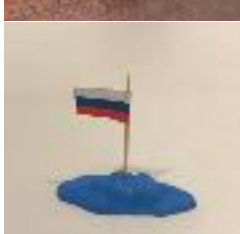
The spy lies on the ground;



The captain is a soldier who does not fight;



The soldier holds a gun in his hand;



The Base.

GENERAL RULES:

- A spy is a significant unit in this game because it can take out a nuclear bomb and a nuclear bomb can only be taken out by a spy.
- Each color represents 1 team: Red(China), Blue(Russia), Silver(North Korea) and Olive(America). The 4 colors represent 4 independent teams.
- When two same units meet, the aggressive one will take out the defensive one. For example, when Player A moves his tank on his turn and his tank meets player B's tank, A's tank can take out B's tank.
- The base is the weakest unit in the game. When the base is placed before the game starts, **it cannot be moved** again.
- Everyone has to make a move in his/her turn.

Every player has a starting region. Every player has to place all the units in the region before the game starts, but he/she can decide the formation. The region is just for setting up the formation in the beginning and once the game starts, all the regions becomes a regular part of the map.

- The players can decide the order of taking turns by rolling a dice. Whoever has the highest number, who goes first.

MOVEMENTS:

Usually, every player move 1 piece each turn. Every single unit can only move 1 distance in whichever direction the player wants.

- Pieces move from point to point (the intersection of two lines), not square to square.

- Every move has to follow the line, which means a piece cannot jump between 2 points that are not connected with a line.

Soldiers and air crafts are special:

1. A player can move a soldier 2 distances or move 2 soldiers 1 distance each on his/her turn;
2. An air craft moves 2 distances, but it cannot move toward the same direction in consecutive two rounds.
3. When a piece eliminate another, it cannot take another move, even if it still has remaining steps.