

Piece Names & Movements

Tier One:

Bard: (An Instrument) The Bard can move up to 2 tiles at a time, in any direction, but can only attack in the direction towards the player that controls it.

Squire: (Helmet) Squires can only move diagonally, one square at a time, but can only attack using horizontal movements.

Monk: (Staff) The Monk can only move horizontally and vertically, one square at a time, but can only attack diagonally in any direction.

Tier Two:

Archer: (Bow & Arrow) The Archer can move any diagonal direction as far as the board allows, to move or attack an opposing piece. It can move horizontally and vertically only 1 space at a time and can not use this move to attack.

Warrior: (Hatchet) The Warrior can move vertically as far as the board allows, to move or attack an opposing piece. It can move and attack diagonally but only 1 space at a time.

Wizard: (Staff) The Wizard can move any uninterrupted distance vertically and horizontally but can only attack using horizontal movements. If the path is clear horizontally to the edge of the board, the Wizard can move off of the board and reenter the board on the opposite side in the same row.

Spirit: (Ghost) The Spirit has no offensive ability but it can switch tiles with any piece on your team and allow you to use the move pattern of the piece that it just swapped with to either move or attack, as long as there is no other pieces blocking the line of sight of the two pieces. (possibly change that any piece within direct eye sight can switch places with it and then use that piece's move set from the tile that the spirit was on.)

Peasant: (Head of Wheat) The Peasant can only move and attack in any direction but movement distance is limited to one tile. This piece can also be sacrificed by swapping tiles with a piece that would otherwise have been killed. This special can be used for any piece of your choosing that is under attack, anywhere on the board.

Thief: (Bandit Mask) The Thief can move and attack up to any unblocked combination of 3 connected tiles.

Mage: (Fireball) The Mage can move up to 3 tiles, in a straight line, in any direction. The Mage has an attack range of 2 tiles in any direction, even if there are occupied tiles in between. However, The Mage can't attack on the same turn that it has moved any distance.

Cleric: (Halo) The Cleric can move the full distance of the board, if unblocked. The Cleric can't kill opposing pieces but by occupying their tile, it can push a piece up to 2 tiles in the direction that The Cleric travelled to take the space.

Tier Three:

Necromancer: (Skull) Limit the distance that a necromancer can travel. Make it so it can only use abilities of the pieces that it has personally killed.

Ninja: (Throwing Star) Can move and attack up to any combination of 5 unblocked tiles.

Paladin: (Shield) Can move any unblocked amount of tiles in a straight line, either horizontally or vertically. Can't be killed if surrounded on 3 or more sides.

Rogue: (Crossed Daggers) Can only move up to 2 tiles at a time but can attack up to 2 tiles in any direction, including over tiles containing Units, without having to occupy the space that the enemy piece is currently holding.