Point-Buy Chess

A Chess game with customizable armies. Point-Buy Chess is more like normal *Chess* than it is like *For the Crown*, but *For the Crown* does provide a lot of useful pieces…

Set-Up

Put away the cards; they are not used in Point-Buy Chess.

Players each place a Pawn on each square of their second Rank, then agree on a budget for purchasing the remainders of their armies. 42 points is enough for an orthodox Chess army, and is a good starting point (larger budgets tend to give faster, tactical games while smaller ones give longer, more strategic games). If players differ in skill, the stronger player can be given a smaller budget as a handicap.

Players alternate picking units for their army (starting with white), paying for each out of their budget according to the prices below. As each unit is chosen, the player places it on any empty square in his first Rank or in his Barracks. Once a player has spent his full budget, he stops picking. Once both players have used their entire budgets, the game begins. **Note that each player must pick and place at least one Sovereign unit on their first Rank during Set-Up, or they will instantly lose the game.**

Alternately, players may set up a screen across the middle of the board and pick their armies secretly and simultaneously (divide the available counters as evenly as possible beforehand).

Prices

The values of units are different in *Chess* than in *For the Crown*. The listed prices are recommended, but they may not be perfect. *Caveat emptor*. (House-rule as needed.)

Gameplay

Play as *For the Crown*, except that each player has only an Order Phase on their turn, and each player **MUST issue an order each turn**. There are no cards; **Foot** units that reach the 8th rank may Promote to any unit on the list. Victory conditions are as normal, but the game may end in a **Draw** if neither player is able to capture the other's **Sovereign**(s).

Cost	Units by Price		Units by Name	Cost
1	Pawn		Acolyte	3
2	Striker		Bishop	3
3	Knight		Chancellor	9
3	Bishop		Charger	6
3	Acolyte		Dragoon	7
3	Monk		Gryphon	8
5	Rook		Hero	7
6	Charger		King	11
7	Hero		Knight	3
7	Dragoon		Monk	3
8	Gryphon		Pawn	1
9	Queen		Queen	9
9	Chancellor		Rook	5
10	Warlord		Striker	2
11	King		Warlord	10

Multiple Games

If playing several games in a row, each player adds 1 point to their budget for each game lost (if your budgets get too high, start subtracting 1 point per win instead).