

VENDETTA!

The war game of what the pieces do after the chess match ends. No board. More than 2 can play. Last unit standing wins. Black goes first.

The Setup

- **Play Area:** Any flat surface at least 1m x 1m. Use books, rocks, or household items as terrain.
- **Components:** Standard chess pieces, a ruler, pencil, paper, and 2 six-sided dice (one in each hand).
- **Armies:** Build an army worth up to **8 points**.
- **Deployment:** Players place their armies however they want in the 20 cm area from the side they choose.
- **Piece Identification:** Mark, number, or name your pieces (queen and king optional but appreciated) and write down on paper (example, write a 7 on a pawn and write down pawn7 on HP record paper, or draw a * on the queen and write down queen snowflake).
- **Turn Structure:** Players activate **1 piece per turn** to either move or attack.
- **Cover & Terrain:** Unobstructed view = no cover. Partial view = half cover (-1 to success die). High ground is half cover too. Low ground is cover only to units 10 cm away (if the unit is closer than 10 cm, low ground cover is nulled). Low ground gives +1 to attacker's left die. Thin objects (pencils) don't count.

HOW TO ATTACK

1. Announce your target.
2. Roll Left die & announce result (Success Die). *(Rolled first because war isn't about who is right, but who is left!)*
3. If you have the Right to roll, roll the Right die.
4. Write results on HP Record Sheet.

STANDARD SUCCESS TABLE (PAWN, KNIGHT, ROOK)

- **≤ 1 (Critical Fail):** Attack ends immediately. Attacker loses 1 HP. Do not roll Right die.
- **2 (Miss):** Shot goes wide. Do not roll Right die.
- **3 (Glancing Hit):** Hit. Proceed to Right die; subtract 1 from final damage.
- **4 (Direct Hit):** Hit. Proceed to Right die; standard damage.
- **5 (Critical Hit):** Hit. Proceed to Right die; add 1 to final damage.
- **≥ 6 (Legendary Shot):** Hit. Attacker heals 1 HP. Proceed to Right die; add 2 to final damage.

SNIPER SUCCESS TABLE (BISHOP, QUEEN)

- **≤ 1 or 2 (Miss):** No damage. Do not roll Right die.
- **3 (Direct Hit):** Hit. Proceed to Right die; standard damage.
- **4 (Critical Hit):** Hit. Proceed to Right die; add 1 to final damage.
- **5 (Legendary Shot):** Hit. Attacker heals 1 HP. Proceed to Right die; add 1 to final damage.
- **≥ 6 (Annihilation Shot):** Hit. Attacker heals 1 HP. Proceed to Right die; **deals double total damage**.

UNIT PROFILES & ABILITIES

Pawn (Grunt) • 1 pt • HP: 6

- **Movement:** 10 cm in any direction (or skip turn to charge 20 cm).
- **Range:** 10 cm.
- **Special:** No penalty for shooting enemies behind half cover.

Rook (Tank) • 3 pts • HP: 12

- **Movement:** 20 cm in any direction.
- **Range:** Unlimited (line of sight).
- **Restriction:** Must target units on the same vertical level.

Bishop (Sniper) • 2 pts • HP: 6

- **Movement:** 10 cm in any direction.
- **Range:** 20 cm. Uses **Sniper Table**.
- **Special:** Must reload (wait 1 turn between attacks).

Knight (Artillery) • 2 pts • HP: 6

- **Movement:** 10 cm in any direction.
- **Range:** 15 cm.
- **Special:** Deals area damage (5 cm radius) for 150% damage. Can shoot behind full cover, but cannot target enemies in its 5 cm blind spot. Skip a turn to negate attacks in 5 cm radius next turn.

Queen • 3 pts • HP: 8

- **Movement:** 10 cm in any direction.
- **Range:** 20 cm. Uses **Sniper Table** (no cooldown).
- **Special:** Can heal units. Skip a turn to overcharge a friendly unit in sight (doubles HP for rest of game or increases damage for 2 turns).

King • 4 pts • HP: 12

- **Movement:** 10 cm in any direction.
- **Range:** 10 cm.
- **Special:** Never rolls dice. Instantly kills 1 enemy within 5 cm. Passively doubles HP and damage of all other friendly units. If killed, the surviving friendly unit with the highest point value becomes the new King. (Field up to 2 if available)

Rules and points can be changed to your heart's content!
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