

KHAS: THE GAME OF DRAGONLANCE

Presented by
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“You’ve bound my wyrms. And you have a suspicions number of armies still in play.” The warrior elf looked up from the Khas table to his opponent’s face. She appeared young and beautiful, but in her eyes sparkled the wisdom of untold centuries. And malice.

“Don’t fret, dear. Your champions remain loyal, and it would seem your guardian is a force to be reckoned with.” She spoke in sweet melodic tones, laced with villany. She reached forth to her fortress to make her move.

“Illegal.” He said. “A fortress does not fly, you cannot passover my Army.” She grinned as he spoke, then finished her move.

“No?” She purred.

The warrior elf with the platinum hair paled when he saw her move, and when he saw that she had at least one fortress that could fly.

~An excerpt from the *Iconochronos*

The game of Khas is a Krynnish game much like our game of chess. The game is played by two opposing players, each of whom controls one set of colored playing pieces, white or black. There are thrity-three game pieces in Khas.

The Rules

Each player, in alternating turns, moves only one piece. The game is won when one player captures his or her opponent’s Relic or captures all other of his or her opponent’s pieces. When a piece ends its movement in a hex occupied by an opposing piece, the opping player’s piece is (usually) captured. Some pieces have armored edges, and cannot be captured from that direction. Each piece moves differently according to what direction it is facing. Turning the direction a piece faces is a move.

The Army

There are eight Armies in a set. The symbol for an Army is a morning star (black) or sword (white) crossed with an arrow. An Army moves



one hex forward, except on its first move of the game it may move one or two hexes forward or one space diagonally. An Army may only move if unopposed. An Army may only capture a piece by moving forward diagonally one hex.

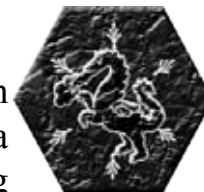
The Champion

There are two Champions in a set. The symbol for a Champion is a n upraised fist clutching a half-moon (black) or a triangle (white). A Champion moves any number of hexes but only in a striaght diagonal.



The Wyrms

There are two Wyrms in a set. The symbol for a Wurm is a fire-breathing dragon. A Wurm moves two hexes in any direction and then one hex diagonally, or it can move one hex in any direction and two hexes diagonally. A Wurm may fly over any other piece except the Shield.



The Fortress

There are two Fortresses in a set. The



symbol for a Fortress a castle gate, marked by half-moons (black) or triangles (white).

A Fortress moves any number of hexes forward and back or it can move one hex to either side.



The Guardian or The God

There is one Guardian in a set. The symbol for a Guardian is a half-moon (black) or a triangle (white).

A Guardian moves any number of hexes in any direction. A Guardian has two armored edges: front and back. Only attacks from an unarmored edge can capture a Guardian.



The Relic

There is one Relic in a set. If your opponent captures your Relic, you lose the game. The symbol for a Relic is a pedestal supporting three half-moons (black) or three triangles (white).

A Relic moves one hex in any direction. A Relic has two armored edges: front and back. Only attacks from an unarmored edge can capture a Relic.



The Shield

There is one neutral piece, the Shield. The symbol for the Shield is an hour glass

crest above a split field of black and white. The Shield does not move and it blocks all movement.

Game Setup

The game pieces begin according to the chart below. The player controlling the white set is the first to move.

