About this Booklet

How to Print:

This booklet will print best on card stock but can also be printed on regular (20 lb.) paper.
Do not print Page 1 (these instructions).
First, have your printer **print Page 2**.
Then load that same page back into your printer to be printed on the other side and **print Page 3**.
When you load the page back into your printer, be sure that the top and bottom of the pages are oriented correctly.

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the **same turn**.

Certain pieces are allowed to move onto a carrying piece, then travel with this **carrying piece** when it makes its move. The Tank (T) or Air force (Af) may carry C, In or M. Navy (N) may carry C, In, T, M, or Af. Several may be carried at once. They are **stacked** on the carrier. Carried and carrying pieces, stacked together, may use their moves to disembark **all in one turn**. This **multiple move** may include capture of one or more pieces.

An **Air force plane, carrying a passenger**, may fly to a destination, leave the passenger off, and return to its point of departure all in one turn. The **Navy** ship is equipped with torpedoes (targeting ships), and artillery (targeting land). It may fire both weapons, **capturing two pieces in one turn**.

The **Navy** and **Anti-aircraft gun protect a small air zone circle**, 1 point orthogonally. The **Missile** protects a **large zone**, 2 points orthogonally and 1 point diagonally. If enemy Air force tries to fly through any of these zones, it is immediately captured; its turn is lost. Only the **Commander** may enter (stack up on) the Headquarters. He is protected there from In, M, Aa and Ms, but not against E, T, A and Af. The In, M, Aa and Ms may destroy the H but not the C in that turn.

The object of the game is to force capture of either 1) the **Commander** (as in chess), 2) both **Air force** units, 3) both **Navy** vessels, or 4) all six land forces: 2 **Infantry**, 2 **Artillery** and 2 **Tanks**. Each of these, command, air power, navy and land forces are essential, so losing one loses the entire battle.
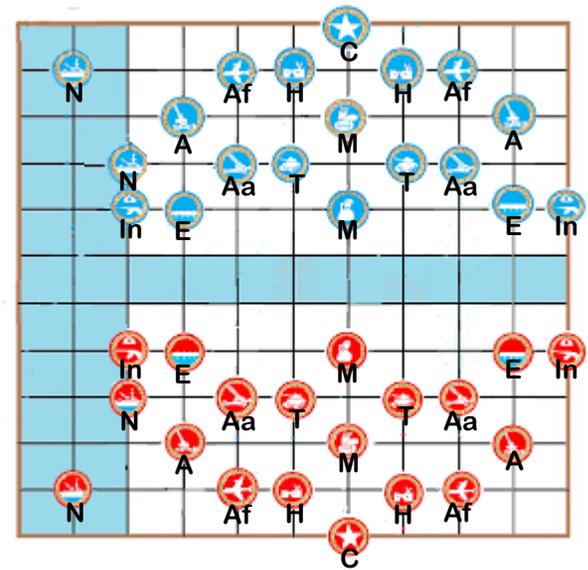
Any piece that puts the Commander in check becomes a **Heroic Piece** for the rest of the game. Such pieces are allowed to **move and capture one point further** than their original move. In addition**, all Heroic pieces are allowed to move diagonally** and **Heroic Air force** planes may fly through enemy air space (protected by Aa, M or N) without being taken.

The **point count system**, when used, can call unresolved games, and evaluate degrees of victory. Each captured piece has the **value shown in the chart.** In addition, Heroic Pieces are valued 10 points higher, checkmates in general earn 100 points, but checkmate of the commander earns 200 points.

For further study, it is highly recommended that students review online video instructions and sample games found at the website given below.

For video instruction and sample games, visit

ancientchess.com/commander-chess

Vietnamese Commander Chess
Cờ Tư Lệnh

This new chess variant is created, produced and strongly promoted by the Vietnamese Colonel, Hải Nguyễn Quí.

An honored veteran of his country's fierce war of independence, the inventor has fused elements of real modern warfare with the conventions of chess, especially the Chinese variant, *xiangqi*. It is now taught in military academies as well as casual settings, and is beginning to spread out to a wider international audience. Considerably more complicated than traditional forms of chess, Commander Chess relies heavily on the logic of actual battle contingencies, with some vehicles carrying each other, certain attacks involving multiple moves and the powerful issues of air and sea assault.

Students of this game are invited to study with care, prepared to learn serious lessons of military engagement.

Piece/ Abbreviation	English Name [Vietnamese Name/Abbrev.]	Move	Capture Power	Special Rules	Point Count
C	**Commander** [Tư lệnh/* (asterisk)]	Any number of unobstructed points straight along the lines (4 possible directions)	May capture only one step along the lines of the board.	May cross River. May enter **H** (stacks on top). May not cross an unobstructed line occupied by opposing **C**.	100
In	**Infantry** [Bộ binh/B]	One step along the lines of the board (4 possible directions)	1 step, same as its move	May cross River.	10
T	**Tank** [Xe tăng/T]	1 or 2 steps along the lines of the board (8 possible directions)	May capture as it moves. May capture pieces at sea without moving.	May cross River. Captures at sea as it moves but, in that case, the Tank does not move. May carry **C**, In or **M** (see rules for details)	20
M	**Militia** [Dân quân/D]	1 step along the lines of the board or diagonally (4 possible directions)	1 step in any direction, as it moves.	May cross River.	10
E	**Engineer** [Công binh/C]	1 step along the lines of the board (4 possible directions)	May capture as it moves. Controls air space for radius of 1 point.	May cross River. May carry others over the River (piece stacks on top of Engineer).	10
A	**Artillery** [Pháo binh/P]	1, 2 or 3 steps along the lines or diagonally (8 possible directions)	May capture 1, 2 or 3 steps in any direction, landing on the point of capture.	May cross river only at special crossing zones, by shooting an enemy across the river, or by being carried by the **E**.	30
Aa	**Anti-aircraft gun** [Cao xạ/F]	1 step along the lines of the board (4 possible directions)	If capturing at sea, the **Aa** stays in place. Controls air space 1 point.	May only cross river only at special crossing zones, by shooting an enemy across the river, or by being carried by the **E**.	10
Ms	**Missile** [Tên lửa/L]	1 or 2 steps along the lines or One step diagonally	Controls air space for radius of 2 points (2 along the lines or 1 point diagonally).	Enemy **Af** passing through air space (2 steps along the lines or one step diagonally) is immediately captured.	20
Af	**Air force** [Không quân/K]	One, Two, Three or Four steps along the lines or diagonally.	Captures as it moves. May return to its departure point unless capturing opposing **Af**.	When capturing, may return to starting point in same move. May not pass through enemy air space.	40
N	**Navy** [Hải quân/H]	On the Sea and along the banks or Sea and River, 1 to 4 steps. Moves in all eight directions.	Captures as it moves in Sea, Shoot 1 to 3 (in all 8 directions) at land targets.	Must move to point of capture if path of motion does not go over land. Controls 1 point radius of air space (like **Aa**).	80
H	**Headquarters** [Sở chỉ huy/S]	Does not move.	Does not capture.	Only serves as protective spot for Commander, which may stack on top of it.	10

The board, shown on front, has **land** (white) and **water** (blue). The wide water on the side is **sea**; the narrow water dividing the land is the **river**. **2 shallow reefs** in the River allow all land pieces to cross freely. The **banks**, where Land and Water meet, may be occupied by any piece.

Only **Navy vessels** move in the Sea and never move on Land. Navy vessels **may not cross the reefs**. Commander, Infantry, Tank, Militia and Air force **cross the river freely** at any point.
Heavy guns — Artillery, Anti-aircraft gun and Missile — cross freely only

over the reefs. The heavy guns may **target an enemy across the river** — in that case, they cross freely to displace the captured piece.
All pieces **capture** by displacing the enemy piece, as in chess. However, **land pieces** may use their move to capture pieces at sea, and **sea pieces**

may capture pieces on land; in those cases, the attacking piece **stays in its spot** and the captured piece is removed.
Air force moves freely over all pieces. When it captures any piece other than enemy Air force, it **may return to its point of departure** in