

CLASS

2-player Starter Set

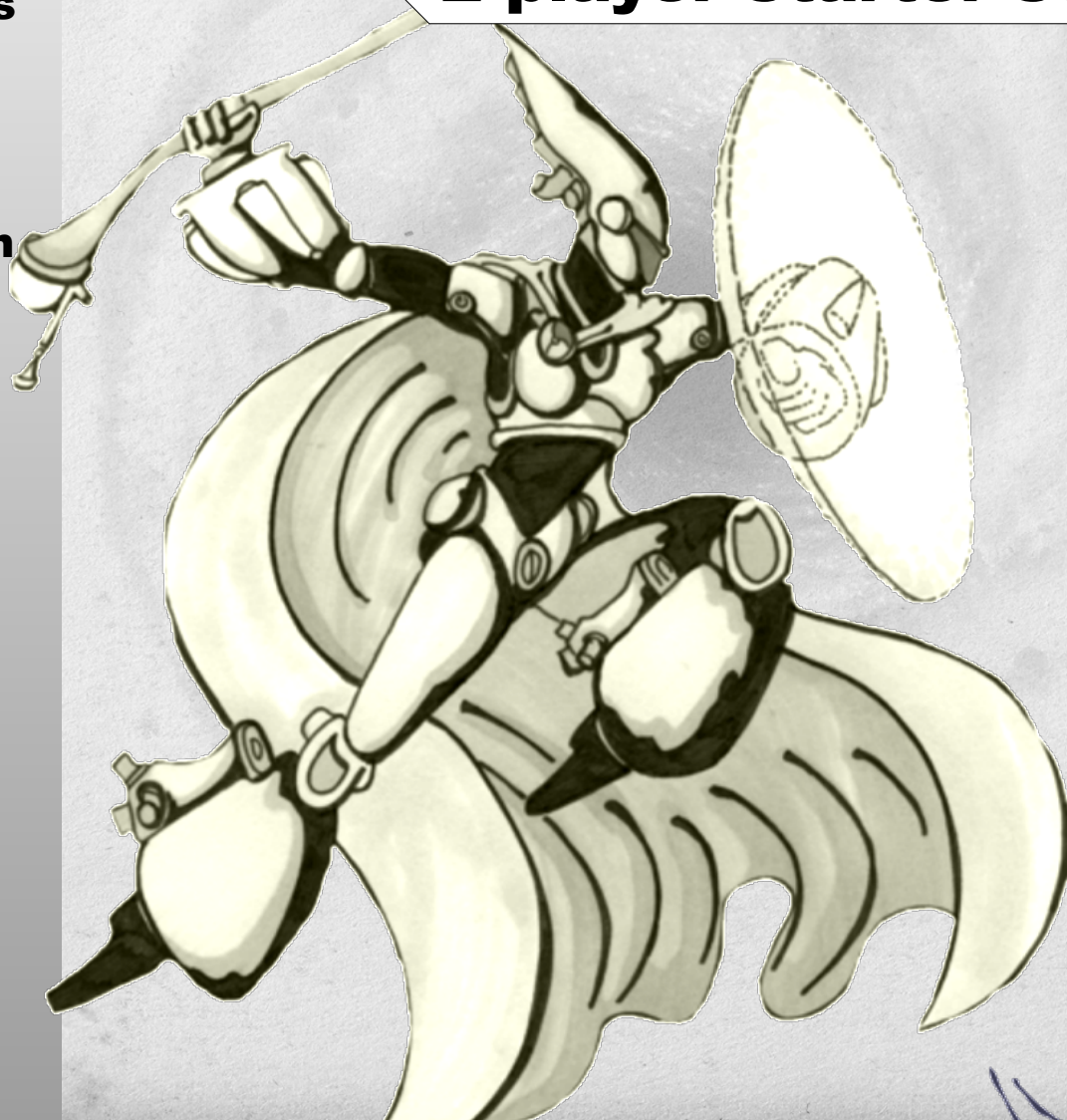
A 1 to 2
player sci-fi
war game
that uses
chess pieces
or models
from you
personal
collection on
the field of
battle.

AnSR
Games

1-2
players

20
minutes

min
age 12+

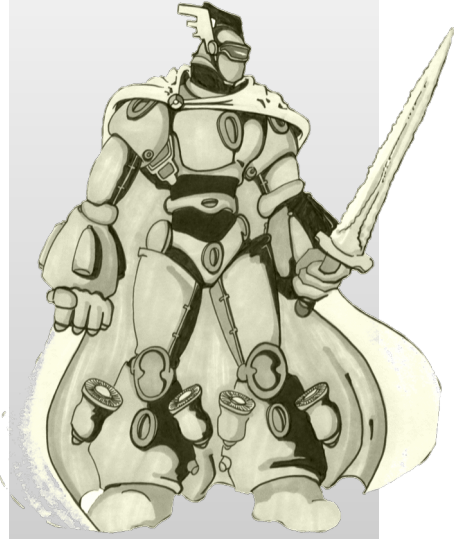


a
YMOR
game

Your Materials. Our Rules.

Includes rules, boards, tokens to cut out,
and 2 armies to play.

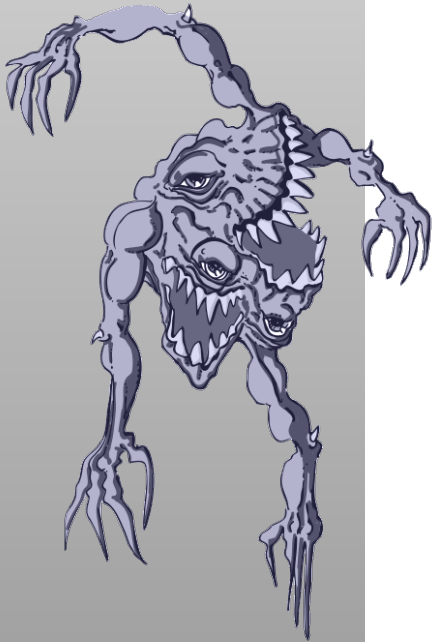
You will need 6-sided dice, tokens (coins
will work) and chess pieces or painted
miniatures to represent your army.



When humanity leapt from the bonds of Earth, they colonized their solar system with ease. Within another 100 years, their interstellar travel reached the star system code-named CH35S. They were not alone, though.

The tyrannical lords of the star system, the Nightmare Empire, rebuffed the human fleet. After their defeat, Earth's various corporations, religious orders, governments, and guilds all banded together to build armies to free CH35S from their oppressors. The first new army to reach CH35S was The B.R.I.T.E.. The Nightmare Empire, however, was waiting for them.

Welcome to the war for an entire galaxy. Welcome to the fight for freedom and control. Welcome to CH35S.



Introduction

Welcome to CH35S, the 2-player war game of far-future combat using chess pieces as your models on the battlefield. In the game each player chooses an army, customizes it, and attempts to score the most points in the game by securing objectives and destroying their opponent's units. The player with the most points at the end of 4 battle rounds wins the game.

This is a YMOR Game

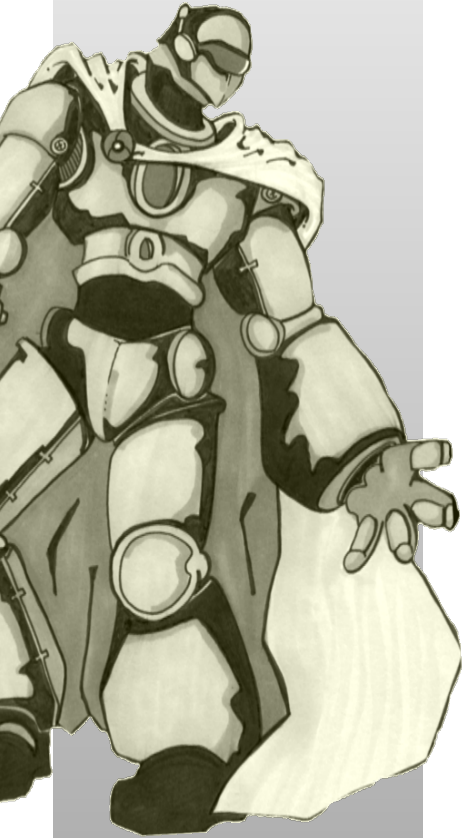
YMOR stands for Your Materials. Our Rules. It basically means that we have all these rules of how play a game (usually a war game or adventure game), but instead of asking you to buy dice, miniatures, or extra pieces for the game, we encourage you to use models or things you already have around the house. Our hope is that you get to enjoy a great a game with your favorite models.

In CH35S, we recommend that you use pieces from your favorite chess set(s), dice, and tokens (coins work fine) that you have around the house to play the game.

What Do We Need to Play?

In addition to the rules for the game, you will need the following things to play the game

- A table with at least 3' x 3' to play on
- Up to 5 six-sided dice
- 20 or so tokens
- Chess pieces or painted miniatures to represent the models in each army.
- A printed army sheet (included) for each player with the rules for their army.
- Printed battlefield boards (included).



Build Your Army

Before you begin to play the game, both players must choose an army to play, build a **25-point** army, and gather their game pieces to move around on the board

Choose an Army

Choosing an army is pretty easy. Choose one of the CH3SS armies you want to play from your collection. This set includes 2 armies, and expansions include even more. Once you've chosen your army, take a copy of the army sheet for your army.

Choose Models and Pay Points

Each army sheet lists six different type of models you can have in your army: King, Queen, Rook, Bishop, Knight, and Pawn. Each model listing has a list of traits and a point cost.

To build a 25-point army, choose a model to add to your army. On the right-side of each unit is a list of points. The first point number is the base cost to have 1 of that model in your army. Below the base cost is a list of upgrades a model can have and additional points each one costs.

Choose models to add to your army and fill in the dots (or place tokens on the dots) for each upgrade they have. Add their costs together to get your 25-point total.

Example: If you want Darque Steed (3 points) with Extra Attack (+1 points) in your army, then each Darque Steed model in your army costs (3+1=) 4 points. You take 1, it costs 4 points. You take 3 they cost you 12 points.

Overview of a Model's Stats

Model Type
The chess piece you can use to represent this unit in your army on the battlefield

Model Name
The name of the model in your army.

Move
How many Zones your model can move on the battlefield.

Health
How many damage tokens a model can take before it is removed from the game.

Base Cost
The amount of points 1 model of this type costs to add to your army.

Upgrades
3 abilities that you can add to each model of this type in your army. Ability definitions are listed to on the right of the Army roster sheet.

Upgrade Cost
The number of points each upgrade costs to add to all your models of this type. Your model's total point cost is its Base Cost plus all Upgrade costs of the Upgrades added to the model.

Basic Attack
The Attack Action that this unit can do in the game. It includes:

- Range (how many zones away you can attack).
- Strength: the number of dice you roll.
- Damage: The amount of damage tokens you add to your target for each 5 or 6 you roll.

Darque Steed

Move 5

Health 6

Points 3

Attack: Web Strike
Range: 0
Strength: 3
Damage: 1

Extra Attack +1

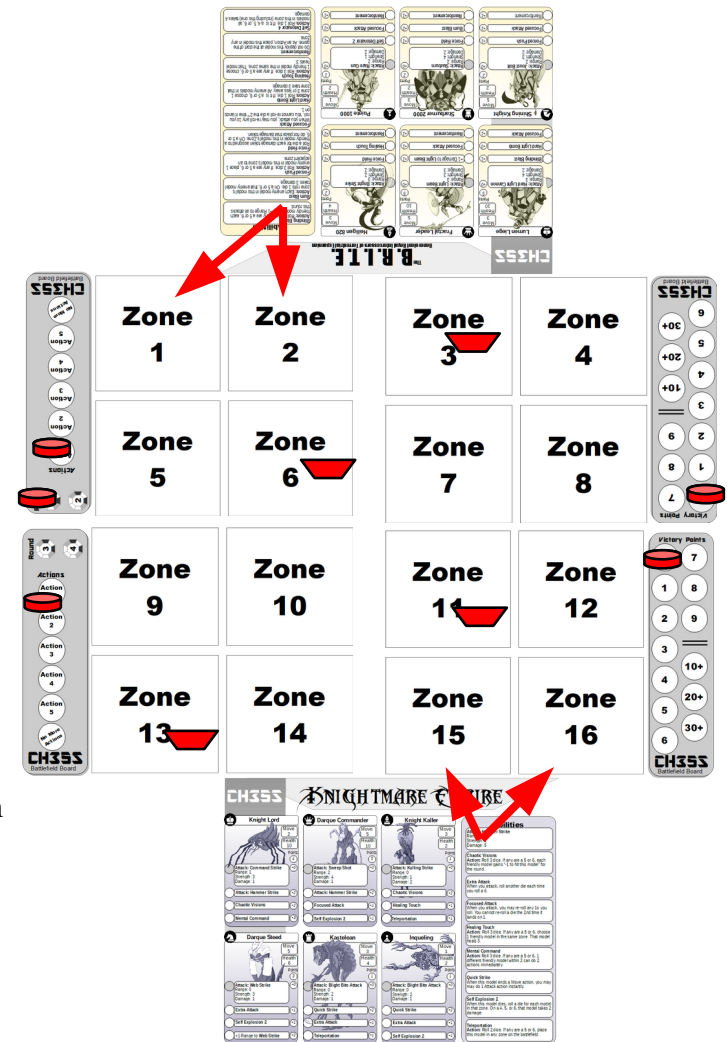
Self Explosion 2 +1

+1 Range to Web Strike +2

Set-up

Once all the players have built an army, it is time to play. To set-up the battlefield, do the following steps.

- Place the 4 large battlefield boards (shown) or the 2 small battlefield boards on the table so that the Zone numbers line-up in sequential order: Zone 1 through Zone 16.
- Each player places their army roster sheet and their models on the table where they can reach and read them.
- Place tokens on the following spaces of the battlefield boards:
 - Place two tokens on each 0-space on the Victory Point tracks.
 - Place 1 token on each Action 1 space of each player's Actions track.
 - Place 1 token on Round 1 of the Rounds track.
- Roll 1 die and place an objective marker in that Zone.
- Roll 1 die and place another objective marker that many zones away numerically.
- Keep doing step 5 until you cannot place an objective marker in a Zone on the battlefield.
- Players roll 2 dice. The player with the highest total is the Attacker, the other player is the Defender.
- The Attacker places (deploys) all their models in Zones 1 and 2 or 15 and 16, whichever set is closest to them.
- The Defender places (deploys) their models in the Zones 1 and 2 or 15 and 16, whichever set is closest to them.



Objective Marker Placement Example

The first die rolled is a 3, so an objective marker is placed in Zone 3. The second die rolled is a 3. An objective marker is placed in Zone 6. The next die rolled is a 5. An objective marker is placed in Zone 11. The next die rolled is a 2. Zone 13 gets an objective marker. The next die rolled is a 5. Since there is no $(13+5=)$ Zone 18, no more objective markers are added to the battlefield.



How to Win The Battle

With the game set-up, players are ready to battle. The game plays in rounds with each player choosing units and resolving actions with them. Once both players have done 4 actions each, the round is over.

Playing the Game: Rounds

Each round happens in the following order.

1. Each player rolls 2 dice and totals them up. The player with the highest total goes first. In the first round of the game, add 4 to the Attacker's roll.
2. Each player makes sure the Actions token on their side of the board is set to Action 1.
3. Starting with the player who won the roll, and alternating, each player takes 1 or more actions (see Actions). Each time a player takes an action, they move their Action token down the Actions track to the next Action space.

A player may stop taking Actions at any time. When a player stops (voluntarily) or their Actions token reaches the No More Actions space, the next player may take Actions.

Players keep alternating until both players have their Actions tokens on the No More Actions space.

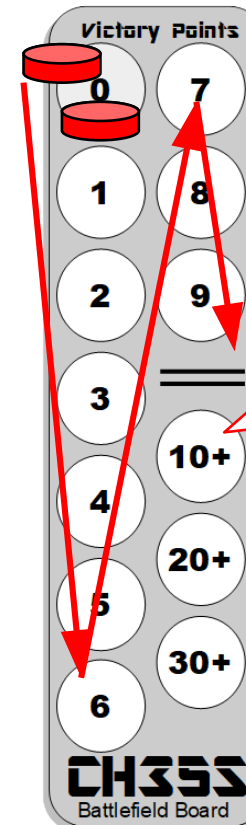
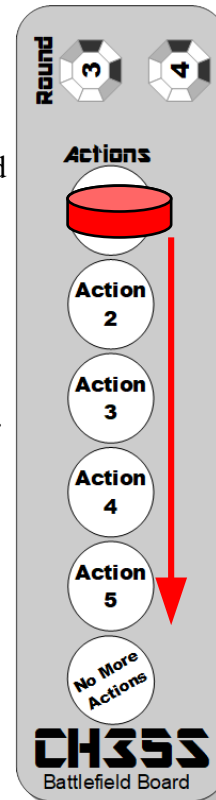
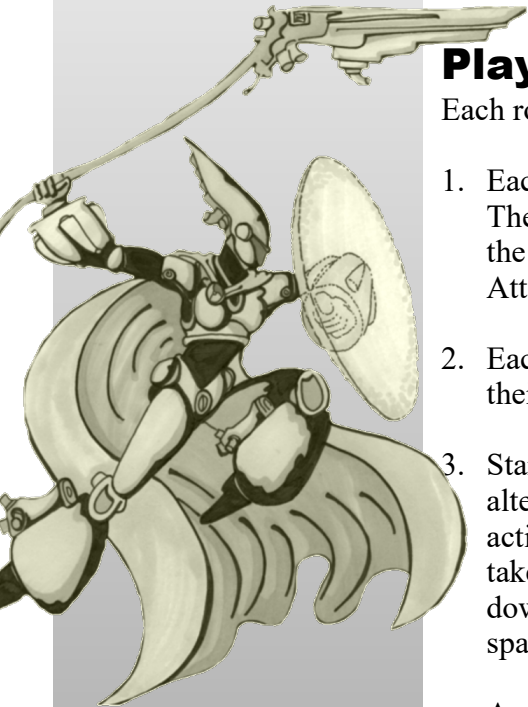
4. Once both players have taken 5 actions, the round is over. Players score Victory Points (VPs) for the round (see Scoring).

Scoring

If a player has more models on a Zone with an objective marker than the other player, they control the objective. A player gains 1 VP for each objective they control.

The player that took the most points worth of units out of action in the round gains 2 VP.

Move the Victory Points token on the Victory Points side of your board to keep track of your VPs in the game.



If you go past 10, 20, or 30 points in a game, use your second Victory Points token to mark that you have 10+, 20+ or 30+ points in addition to where your other Victory Points token is located.

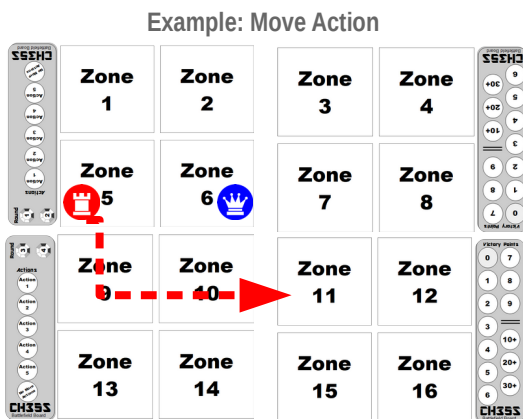
Playing the Game: Actions

There are 3 different actions a player may do on their turn: Move Actions, Attack Actions, and Special Ability Actions.

Move Action

To do a Move Action, choose a model, and move it a number of zones equal to its Move stat on the right of the card.

- You can only move to a zone that is to the left, right, up, or down from the current zone. You cannot move diagonally.
- If you move into a zone with an enemy model, you must stop immediately.



Steph wants to move her model with Move 3 from zone 5 to zone 11. Steph cannot move through zone 6 since Henry has a model there it will end her move. She cannot go diagonally straight to zone 10. Steph takes her model through zones, 9, 10, and then to 11.

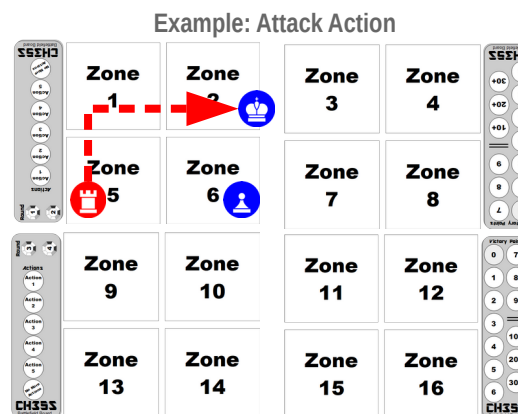
Special Ability Action

Some models have Special Abilities that start with "Action:". As an action, a player may do that action, and resolve it as described.

Attack Action

Each model has at least 1 Attack Action they can do. Each Attack Action has a range (how many zones away they can impact another model, Strength (the number of dice they roll), and how much damage each success delivers to its target. To do an Attack Action:

- Choose an enemy model [range] zones away.
 - Range: 0 = the same zone as the attacking model.
 - When counting zones, do not count zones diagonally.
- Roll a number of dice equal to the attack's Strength. Each 5 or 6 is a success. A 6 is always a success, even if there are modifiers that reduce attack effectiveness.
- For each success, place damage tokens next to the damaged target equal to the attack's Damage number.
- If the damaged model has damage tokens equal to or greater than its Health number on it, then remove the damaged model from the battlefield; it is out of action.

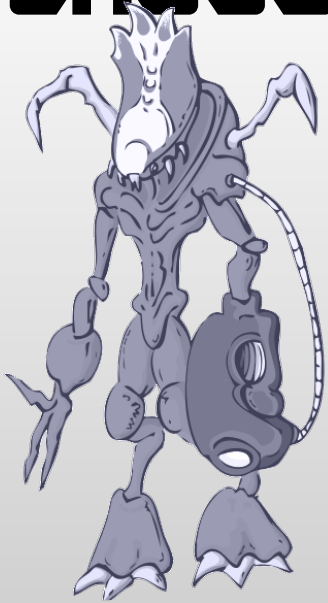


Steph wants to attack one of Henry's models. Her attack is Range 3, Strength 2, Damage 2.

Steph can attack either model in zone 6 (1 zone away) or zone 2 (2 zones away). She chooses the one in zone 2.

Steph rolls 2 dice (equal to the Strength of her attack). She gets a 1 and a 5. The 1 fails. The 5 succeeds. Since her attack does 2 damage per success. Henry puts 2 Damage tokens on his model in zone 2. Thankfully, Henry's model has 6 Health, so it can stay on the battlefield... for now.





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www.lordzsezseworks.com, used with permission. Chess Icons made by Skoll. Available on <https://game-icons.net> Original game design by Aaron Richardson with Stephanie Richardson and Henry Richardson.

Look for more great games at AnSRGames.com. No sheep were harmed in the making of this game.

Rules version 1.0

End Game

The game ends after 4 rounds of play. Whoever has the most Victory Points (VPs) wins the game. In the event of a tie, the player with the most points of models still on the battlefield wins.

Thank You

Thank you for purchasing CH35S. We hope you enjoy playing tons of battles with the chess pieces or miniature game models you have at home. We know we have. Visit us at AnSRGames.com for more great games, more YMOR games, and CH35S expansions.

Some Clarifications

While we wrote these rules to be easy to understand, we know that we did not cover *all* the possible uses of the combos that can occur. Here are some quick rules clarifications about some of the abilities or situations that you may encounter playing the game.

Chaotic Visions

This essentially makes all your models harder to hit. If there are no other abilities modifying a die roll, your models can only be hit on a 6. If you do this ability twice, it does not make your models invincible. A 6 always counts as a success during an attack.

Extra Attack

Each time you roll a 6 during an attack, you get to roll another die. If that die is a 6, it is still part of the attack, and thus, if it is a 6, you can roll another die. So, yes, a model with Strength of 1 could possibly roll tons of dice if you are really, really lucky.

Force Field

This ability protects any friendly model that is in the same zone as the model with the Force Field. If the model with Force Field moves, their Force Field moves with them. This does not stop non-attacks (like Self-explosion or Hard Light Bomb) from happening, since those are not attacks, but Special Actions.

Force Push

When the target model is placed into an adjacent zone, it is not considered a move. It is placed. Abilities that trigger from moving do not trigger.

Mental Command

You cannot use this ability on the model that has the ability. That would then let you have infinite actions. And, yes, when you use this ability, the chosen model can do 2 actions. Both of those actions must be completed immediately. You cannot save them or split them up over the round.

Quick Strike

When you move into a zone, this ability lets your model get a free attack (not your opponent's model). You may attack a model in the zone you just moved into, or any other model within Range. You do not *have* to attack... though why wouldn't you, really.

Reinforcement

When this model is dropped into a zone, it is not considered a move. It is placed. Abilities that trigger from moving do not trigger.

Teleportation

When a model is teleported, it did not move. Instead, it was placed. Because it did not move, abilities like Quick Strike do not trigger things like an extra attack.