

# COVENANT CHESS™

*Game Cards*



## Reference Book

THE COMPLETE COMPANY OF EACH PIECE

One page per unit — crest, stats, signature power & game notes

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# The Pieces

## 23 types of pieces:

5 royals to command (move 0-2 tiles/turn)

1 heavenly envoy, the Angel, that can self-command (move 0-2 tiles/turn)

12 infantry to hold the line (move 0-2 tiles/turn)

5 cavalry troops to change the course (move 0-4 tiles/turn)

The star ★ marks legendary units that are unique and powerful among all units

### ROYALS

  
  
0-2 tiles/turn

Royal  
Court



King



Queen



Heir



Princess

### LEGENDS



Maiden ★

### HEAVENLY

  
  
0-2 tiles/turn

God's  
Envoys



Angel ★

### INFANTRY

  
  
0-2 tiles/turn

Frontline  
Soldiers



Militia



Pikeman



Archer



Blade

Elite  
Fighters



Vanguard



Berserker



Bastion

Faithful  
Servants



Prophet



Apostle



Wayfarer ★



Levite ★



Elias ★

### CAVALRY

  
  
  
0-4 tiles/turn

Mounted  
Knights



Templar



Ranger



Lancer



Paladin ★



Attila ★



# King

*The authority of the King on earth is not his own, but granted by God. The King does not fight for himself, but stands for the whole Kingdom.*



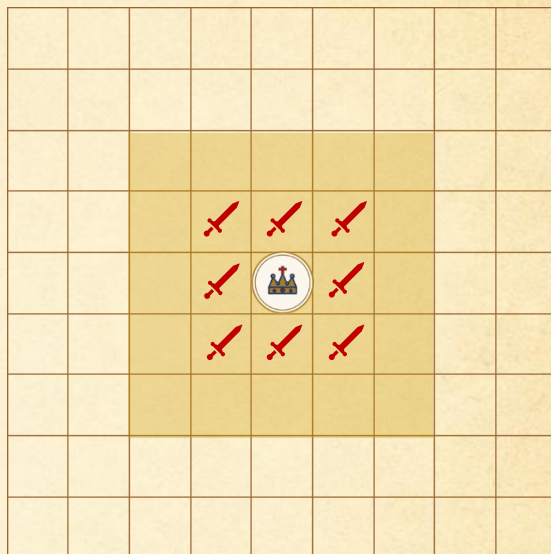
King



Move



Melee



**MOVE**  
0–2 tiles



**ORDERS**  
1 / turn



**ATTACK**  
Melee



**RECRUIT**  
Succession

## SIGNATURE POWER

### ◆ King's Authority

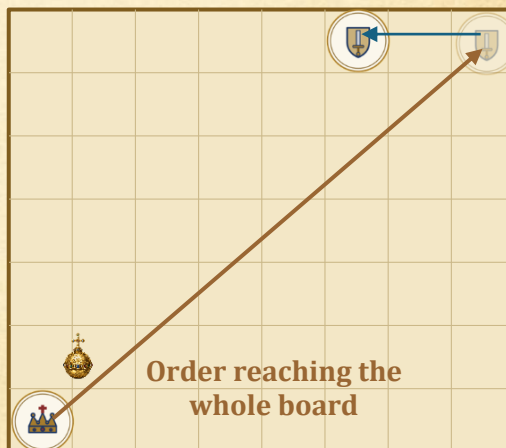
May order any friendly unit anywhere on the board, regardless of distance — the only Royal whose command has no reach limit.

### ◆ Unbowed King

when the King is the only Royal of the player on the board, the King gains +1 order per turn, so that the player has at least 2 orders per turn.

### ◆ Royal Blood

Each Royal may earn 1 Holy Grail per turn in a Holy City by spending 1 Order.



Order reaching the whole board

*"The king's heart is in the hand of the LORD; He directs it like a watercourse wherever He pleases." — Proverbs 21:1*



# Queen

*The Queen receives wisdom and grace through prayer to God. Her strength lies not in contest, but in reconciliation and guidance.*

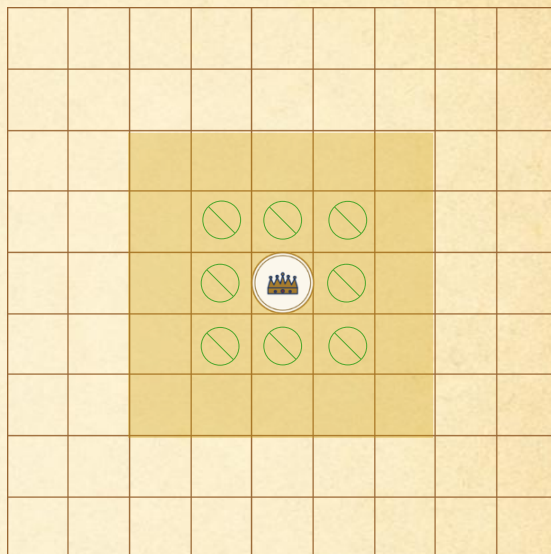


Queen

Move



No Attack



**MOVE**  
0–2 tiles



**ORDERS**  
2 / turn



**ATTACK**  
None



**RECRUIT**  
3 Grails

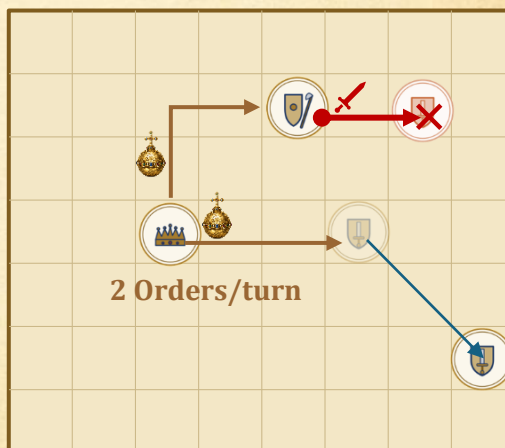
## SIGNATURE POWER

### ◆ Queen's Governance

Commands with 2 orders per turn — one more than any other Royal. Each of her orders reaches up to 3 tiles.

### ◆ Royal Blood

Each Royal may earn 1 Holy Grail per turn in a Holy City by spending 1 Order.



*"A woman of noble character who can find? She is worth far more than rubies."*

— Proverbs 31:10

*"I am sending you out like sheep among wolves. Therefore, be as shrewd as snakes and as innocent as doves."— Matthew 10:16*



# Heir

*The Heir is the entrusted future, still young yet already bearing his father's spirit and mission. When the King falls, he is called to stand.*

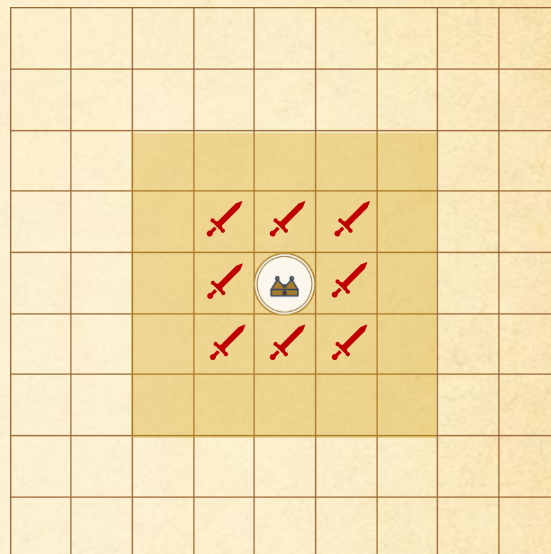


Heir

Move



Melee



MOVE

0–2 tiles



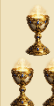
ORDERS

1 / turn



ATTACK

Melee



RECRUIT

3 Grails

## SIGNATURE POWER

### ◆ Prince's Encouragement

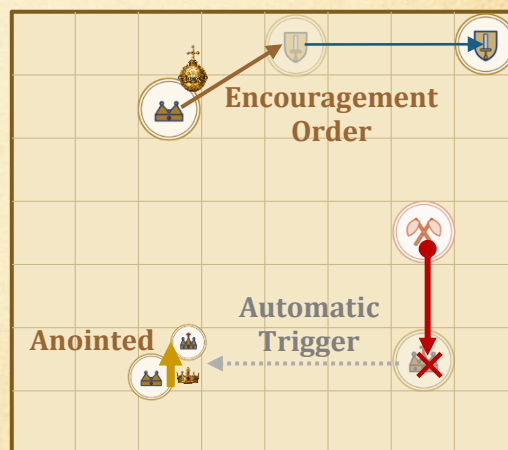
When the Heir sends an order, the ordered unit's movement range increases by +1 for that action, but the attacking range stays the same.

### ◆ Anointed Successor

When the King falls, the Heir is immediately crowned the new King and the game continues.

### ◆ Royal Blood

Each Royal may earn 1 Holy Grail per turn in a Holy City by spending 1 Order.





# Princess

*The Princess embodies the beauty of life — not an ornament, but one who shapes the world through gentleness in God's Kingdom.*

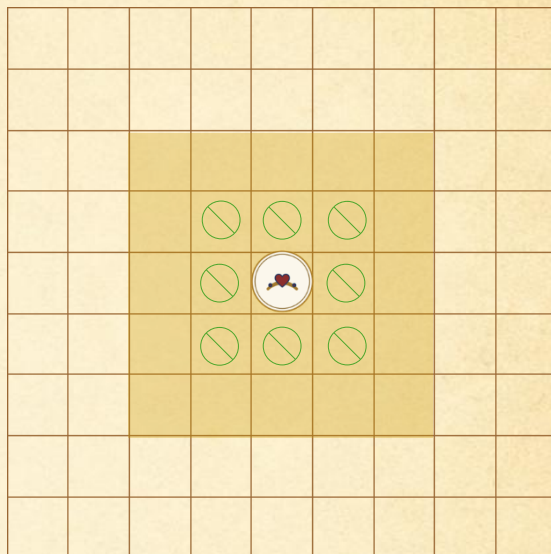


Princess

Move



No Attack



MOVE

0–2 tiles



ORDERS

1 / turn



ATTACK

None



RECRUIT

3 Grails

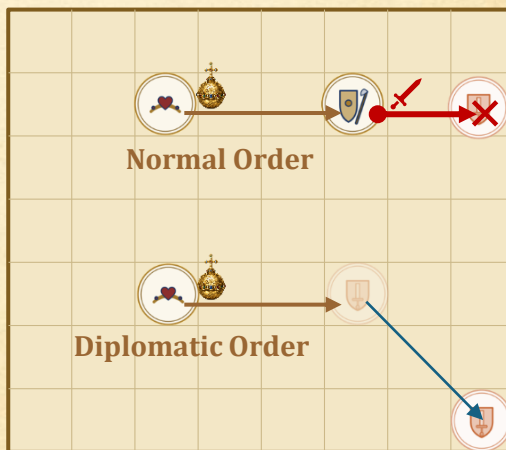
## SIGNATURE POWER

### ◆ Princess' Charms

The Princess may spend 1 order to command **an opponent unit (except the King)** within 3 tiles to move (**but not to attack**). She chooses the path and the final facing.

### ◆ Royal Blood

Each Royal may earn 1 Holy Grail per turn in a Holy City by spending 1 Order.



*"...Where you go, I will go, and where you stay, I will stay. Your people will be my people, and your God my God." — Ruth 1:16*



# Maiden ★

*The Maiden bears the holy banner, when she rises, courage is renewed and heaven answers.*

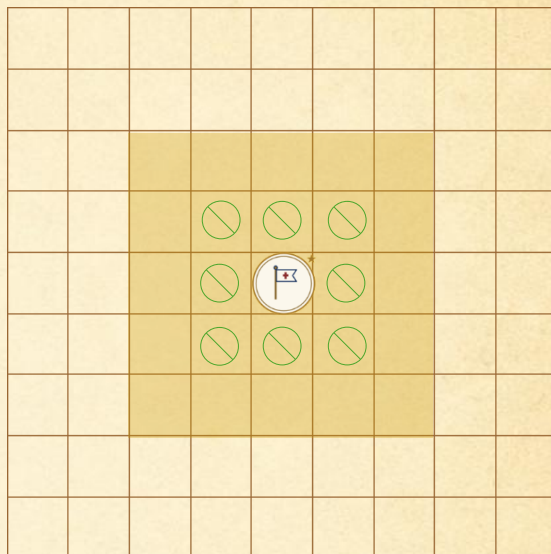


Maiden

Move



No Attack



MOVE

0–2 tiles



ORDERS

1 / turn  
+ bonus



ATTACK

None



RECRUIT

4 Grails

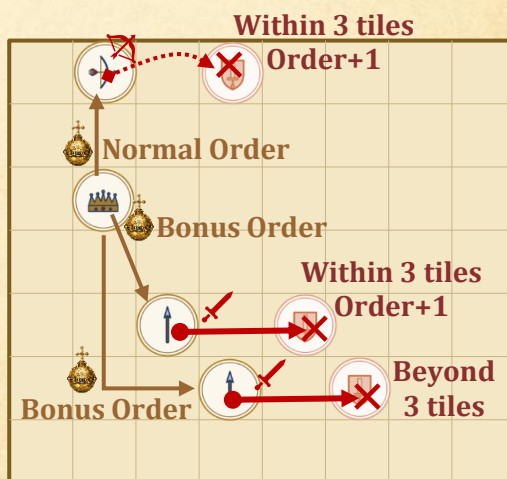
## SIGNATURE POWER

### ◆ Heavenly Calling

When an opponent unit within 3 tiles of the Maiden is captured by an allied unit, the Maiden gains +1 bonus order, usable immediately; the turn continues until all orders are exhausted. Within 1 turn, the Maiden can get as many bonus orders as the number of qualified captures.

### ◆ Melchizedek's Rank

The Maiden may earn 1 Holy Grail per turn in a Holy City by spending 1 Order.



◆ **Royal Blood:** 1 Grail per turn in a Holy City.

*"God chose the weak things of the world to shame the strong." — 1 Corinthians 1:27*

*"I am the Lord's servant ...may your word to me be fulfilled." — Luke 1:38*



# Militia

*The Militia are the Kingdom's line infantry. They stand together, facing one way with one purpose, forming a Shield-Wall of Faith.*

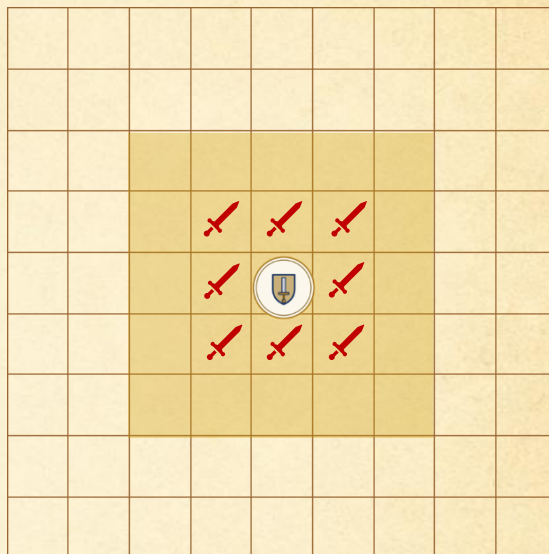


Militia

Move



Melee



MOVE

0–2 tiles



MAX  
× 12



ATTACK  
Melee



RECRUIT  
1 Grail

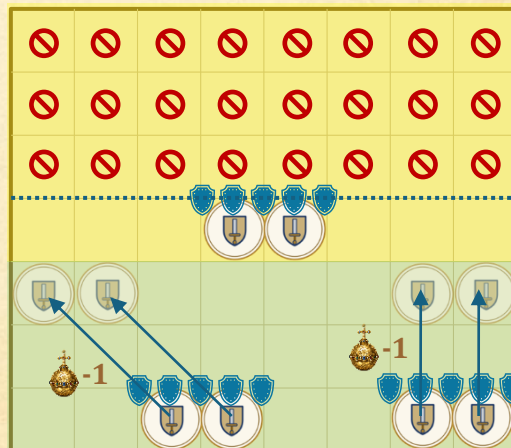
## SIGNATURE POWER

### ◆ Formation

Forms a Shield-Wall when standing side by side with another Militia. Point the shield of the two Militia to the direction of the Defense Line. The Shield-Wall prohibits all attacks coming from outside the defense line.

### ◆ Band of Brethren

A Militia standing in a Shield-Wall may bring one wall-brother along on its move: both march the same path (of any movement combination) on a single order.



*"Though one may be overpowered, two can defend themselves. A cord of three strands is not quickly broken." — Ecclesiastes 4:12*

*"How good and pleasant it is when brothers dwell together in unity!" — Psalm 133:1*



# Pikeman

*The Pikeman is a seasoned veteran who masters the long pike, holding the line with faith and courage.*

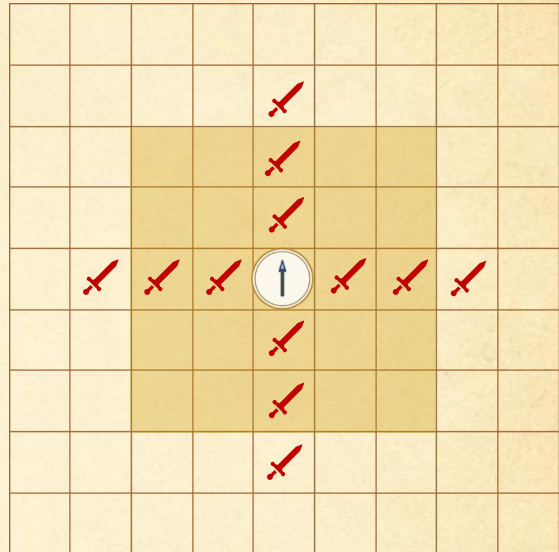


Pikeman

Move



Melee



MOVE  
0–2 tiles



MAX  
× 6



ATTACK  
Melee



RECRUIT  
1 Grail

## SIGNATURE POWER

### ◆ Phalanx

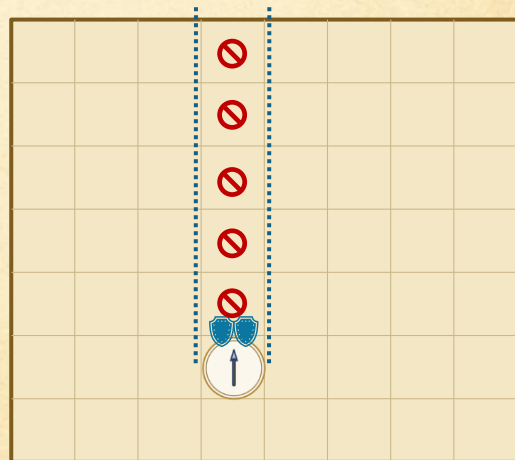
Naturally forms a Pike-Wall even when standing alone. Point the frontal pike to the direction of the Defense Line.

The Pike-Wall prohibits all attacks from the **Front Column** to hit the Pikeman (except Archers, formation breakers, and Levite Calls).

### ◆ Long-Pole

When attacking, Pikeman can go One More tile than normal movement range.

(With Heir Encouragement, Pikeman's attack range is still 1-3 tiles)



*"Be on your guard; stand firm in the faith; be courageous; be strong."*

— 1 Corinthians 16:13



# Archer

*The Archer stands watch with vigilance, reads the flow of battle, and strikes from afar — arrows leaping over the front line with precision.*

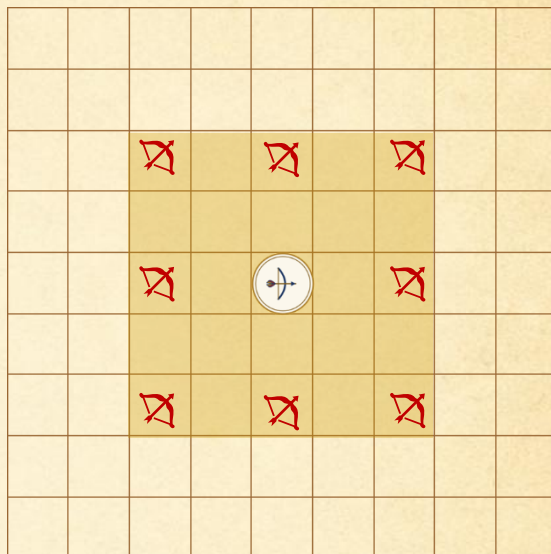


Archer

Move



Shots



MOVE

0–2 tiles



MAX

× 6



ATTACK

Shots



RECRUIT

1 Grail

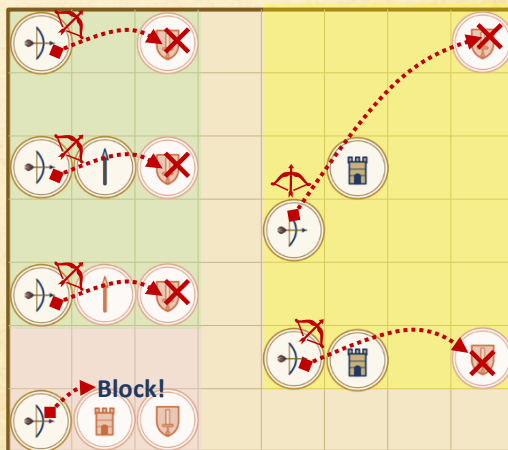
## SIGNATURE POWER

### ◆ Parabolic Shot

When attacking, the Archer projects its shot over heads to hit a target 2 tiles away, even if a piece stands in between. An Opponent Bastion's tower, however, blocks the arrows (an allied Bastion doesn't block).

### ◆ Tower Guard

When shooting over an adjacent friendly Bastion and the Archer's attack range +1 in that direction.



*"He trains my hands for battle; my arms can bend a bow of bronze."  
— Psalm 18:34*



INFANTRY • FRONTLINE SOLDIERS

# Blade

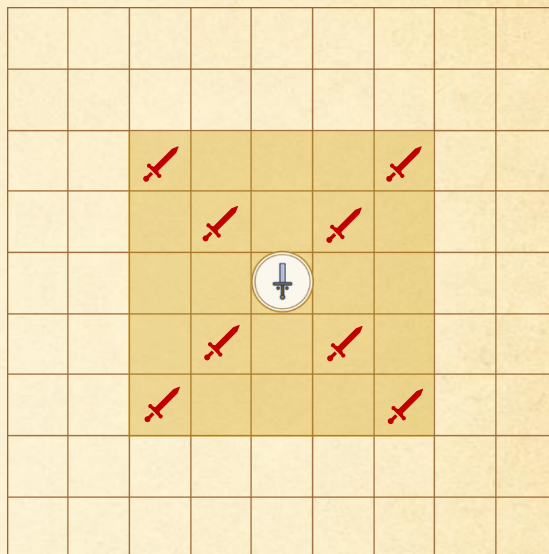


Blade

Move



Melee



MOVE

0–2 tiles



MAX

× 6



ATTACK

Melee



RECRUIT

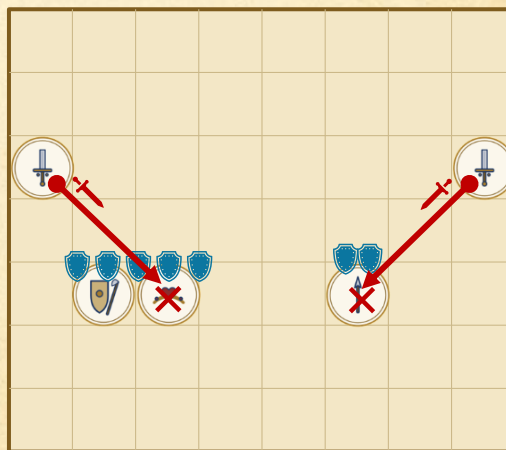
1 Grail

SIGNATURE POWER

## ◆ Break Formation

When attacking, the Blade ignores Shield-Wall & Pike-Wall, but not the Bastion's Fortification-Wall.

*The Blade carries the great two-handed sword, a master of the wide arc. Where formations lock their shields, his heavy steel opens the way.*



*"For the word of God is alive and active. Sharper than any double-edged sword..."*

— Hebrews 4:12



INFANTRY • ELITE FIGHTERS

# Vanguard



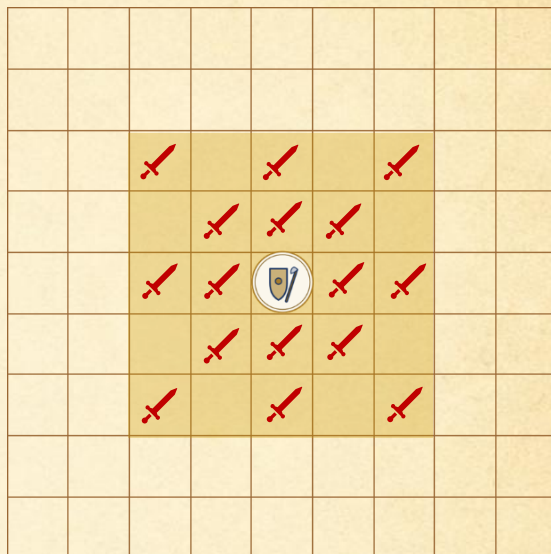
Vanguard



Move



Melee



MOVE

0–2 tiles



MAX

× 3



ATTACK

Melee



RECRUIT

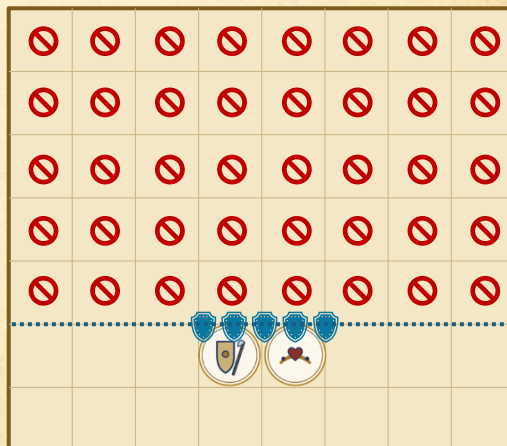
2 Grails

SIGNATURE POWER

## ◆ Protector

When aligned with an allied unit, the Vanguard and the nearby ally acquire the Shield-Wall ability together. Point the Vanguard's big shield in the direction of the defense.

*The Vanguard is among the bravest warriors of the Kingdom. Once weak themselves, they learned to trust in God's protection — and now stand as a shield for the vulnerable.*



*"My grace is sufficient for you, for my power is made perfect in weakness."*

— 2 Corinthians 12:9



INFANTRY • ELITE FIGHTERS

# Berserker



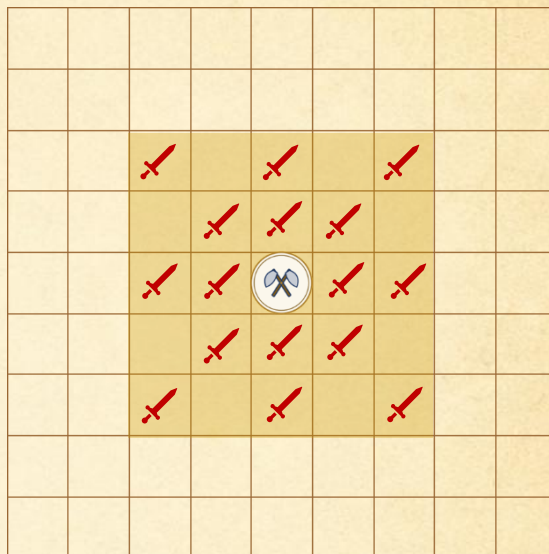
Berserker



Move



Melee



MOVE

0–2 tiles



MAX

× 3



ATTACK

Melee



RECRUIT

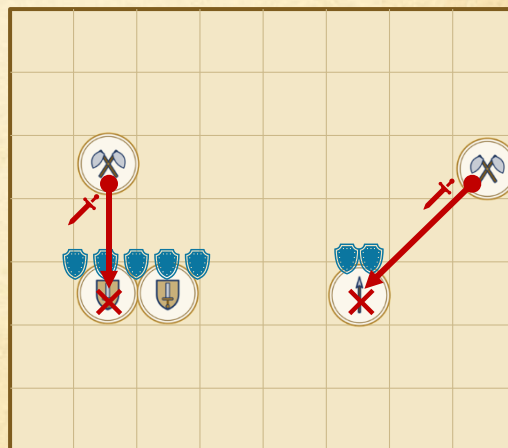
2 Grails

## SIGNATURE POWER

### ◆ Fury

When attacking, the Berserker ignores Shield-Wall & Pike-Wall defense, but not the Bastion's Fortification-Wall.

*Once an outsider — rough, misunderstood, rejected — the Berserker enters the Kingdom renewed, bearing the mark of grace. Still fierce, yet no longer fighting from rage: a warrior of honor who tears through enemy lines.*



*“Therefore, if anyone is in Christ, he is a new creation. The old has passed away; behold, the new has come.” — 2 Corinthians 5:17*



INFANTRY • ELITE FIGHTERS

# Bastion



*A stronghold of unyielding strength. It does not strike first, yet it bears heavy burdens — and as long as it remains joined to its companions, it will not fall.*

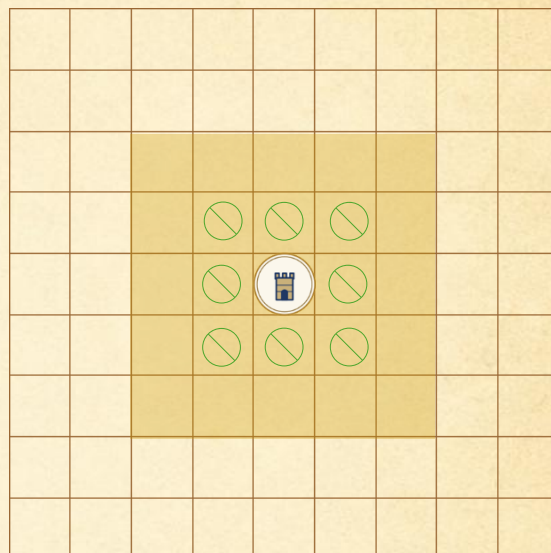


Bastion

Move



No Attack



MOVE

0–2 tiles



MAX

× 2



ATTACK

None



RECRUIT

2 Grails

## SIGNATURE POWER

### ◆ Fortified Stronghold

Adjacent to any ally (not another Bastion), the Bastion blocks all attacks and opponent passage.

### ◆ Empty Castle

Without an ally beside it, the Bastion is defenseless and can be captured by any attack (except Archer Shots)

### ◆ Allied Passage

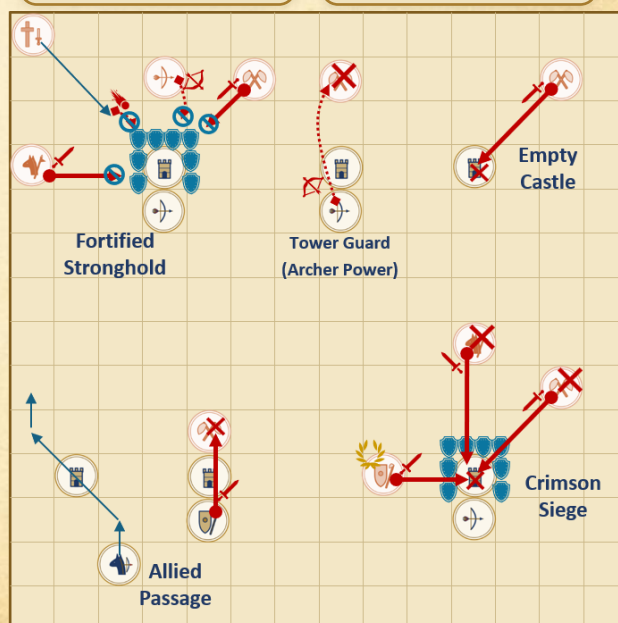
Allied units pass freely through the Bastion, moving or attacking.

### ◆ Crimson Siege

Three melee attacks by three distinct units in one turn: first two attackers are consumed; the third captures the Bastion.

*“The LORD is my rock, my fortress and my deliverer; my God is my rock, in whom I take refuge.”*

— Psalm 18:2





# Wayfarer ★

Both pilgrim and warrior — a lone knight at the edge of the world, seeking neither wealth nor fame, serving quietly within the calling of the Kingdom. His path is narrow yet straight.

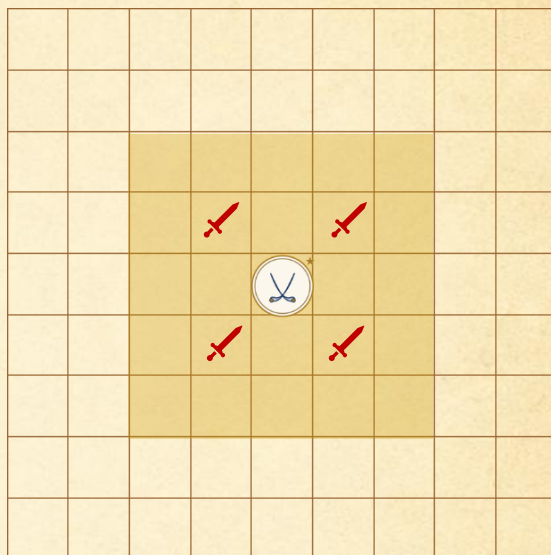


Wayfarer

Move



Melee



MOVE

0–2 tiles



MAX

× 1



ATTACK

Melee



RECRUIT

4 Grails

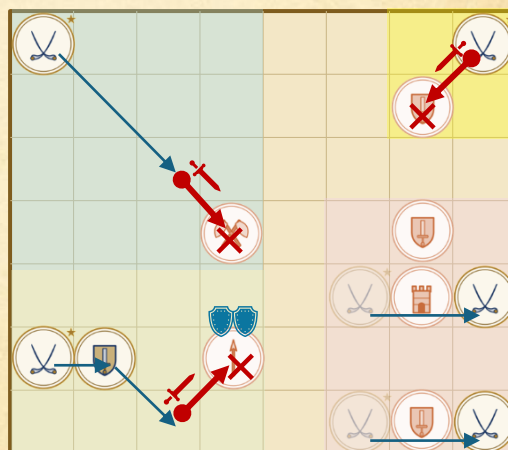
## SIGNATURE POWER

### ◆ Force of the Way

The Wayfarer may attack once right after completing a movement. This move + attack counts as one action, consuming only one order. Seemingly weak, this can be one of the strongest powers of the game.

### ◆ Path of the Faith

The Wayfarer may move through friendly or opponent unit (even an enemy Bastion with fortification). But the destination of the movement must be an empty tile.



“...Here I am. Send me!” — Isaiah 6:8

“The steps of the righteous are established by the LORD, and He delights in his way.”

— Psalm 37:23



# Levite ★

*He does not break the wall; he announces that it is already broken. Where his call carries, the scattered people come together.*

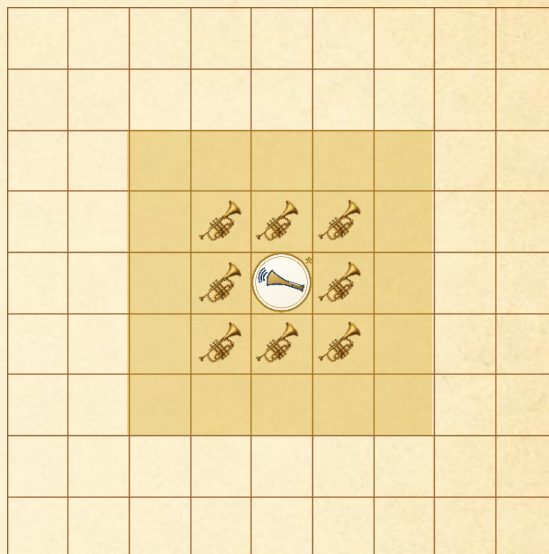


Levite

Move



Calls



MOVE  
0–2 tiles



MAX  
× 1



POWER  
Calls



RECRUIT  
4 Grails

## SIGNATURE POWER

### ◆ Sinai's Call

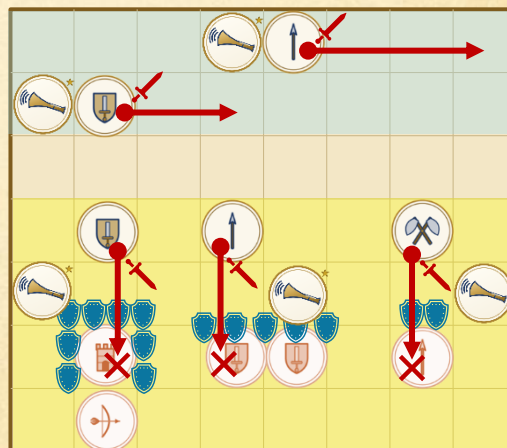
Player can place new recruited units at any empty tile within 1 tile of the Levite.

### ◆ Jericho's Call

Within 1 tile of the Levite, all Opponent Defenses are deactivated (Shield-Wall, Pike-Wall, Bastion's Fortification-Wall).

### ◆ Zion's Call

Within 1 tile of the Levite, all **Allied Melee** units gain +1 melee attack range.



*"When the trumpets sounded... the wall collapsed; so everyone charged straight in, and they took the city." — Joshua 6:20*

*"Be strong and courageous. Do not fear or be in dread of them, for it is the LORD your God who goes with you. He will not leave you or forsake you." — Deuteronomy 31:6*



# Apostle

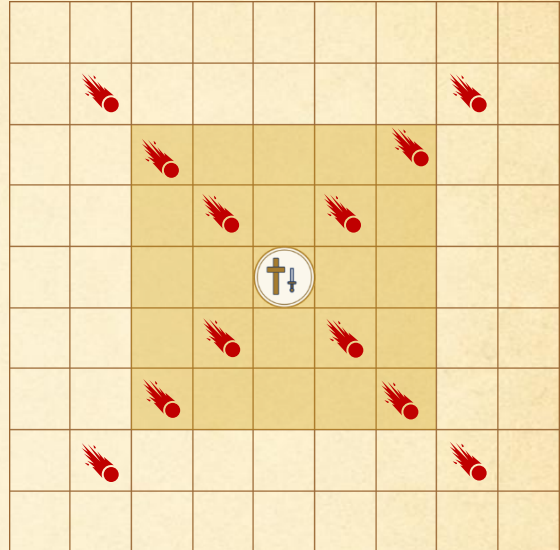


Apostle

Move



Holy Strike



MOVE

0–2 tiles



MAX

× 3



ATTACK

Holy Strike



RECRUIT

2 Grails

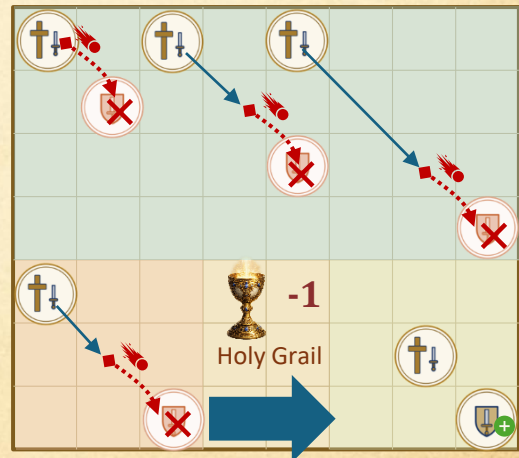
## SIGNATURE POWER

### ◆ Missionary

When capturing an opponent unit, the Apostle may spend **One Holy Grail** to convert it into the player's unit immediately, if a spare copy waits in reserve.

The player also needs to have One Grail in reserve to activate the conversion.

*The Apostle is a servant sent forth, leading others to know God through action. He does not fight for himself, but advances the mission entrusted to him and expands the Kingdom.*



*"Go therefore and make disciples of all nations, baptizing them in the name of the Father and of the Son and of the Holy Spirit, ..." — Matthew 28:19*





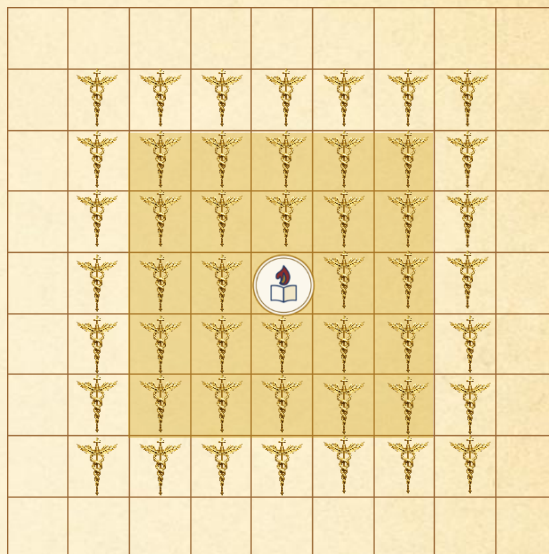
Prophet

# Prophet

Move



Healing



MOVE

0–2 tiles



MAX

× 3



POWER

Healing



RECRUIT

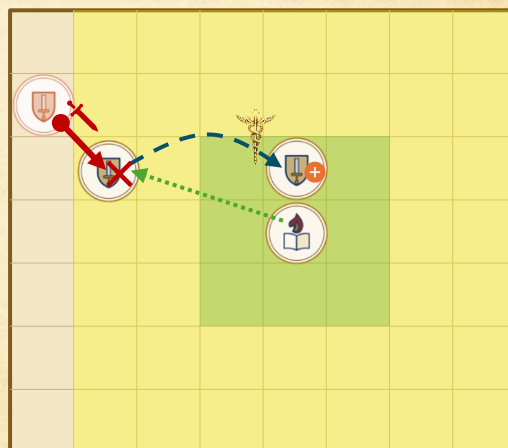
2 Grails

## SIGNATURE POWER

### ◆ Divine Protection

When a friendly unit **within 3 tiles** of the Prophet is removed — captured, consumed, or sacrificed — the Prophet may revive it immediately (even the King or Angel) and place it, facing any way you choose, on any empty tile **within 1 tile** of the Prophet. This

power can be used **once per round per Prophet** (refreshed at the start of your turn).  
*The Prophet brings divine blessing, turning despair into hope — prevailing not by attack but by the voice of God, restoring what has been lost.*



Protection  
Zone

Revive  
Zone

*"I am the resurrection and the life. The one who believes in me will live, even though they die." — John 11:25*



# Elias ★



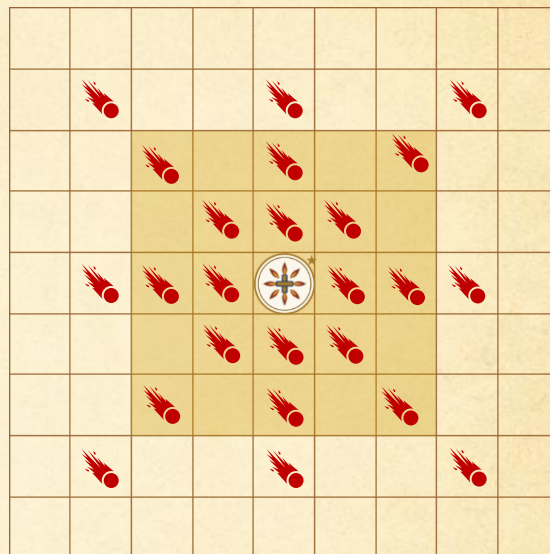
Elias



Move



Holy Strike



MOVE

0–2 tiles



MAX

× 1



ATTACK

Holy Strike



RECRUIT

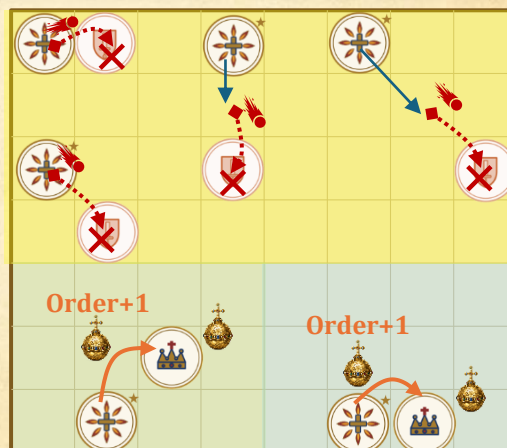
4 Grails

## SIGNATURE POWER

### ◆ Wise Counsel

While Elias stands within 1 tile of the King, the King gains +1 order per turn.

*Elias is the prophet of fire, a voice of heaven walking beside the throne. When he calls, fire answers from above in every direction; when he counsels, the King is strengthened.*



“...The god who answers by fire — he is God.”  
— 1 Kings 18:24



# Angel ★

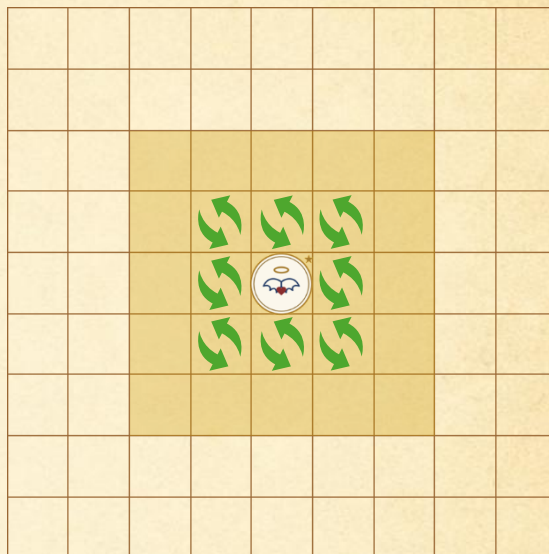
*The Angel answers to Heaven alone; it counts each life as treasure; it takes the blow in place of the beloved; when it departs, its gift remains.*



**Move** **Redeem** **Road & Glory**



Angel



MOVE

0–2 tiles



MAX

× 1



POWER

Redeem



RECRUIT

4 Grails

## SIGNATURE POWER

### ◆ Heavenly Messenger

Takes no orders from Royals — once per turn, the Angel gives itself one order to act.

### ◆ Heavenly Road

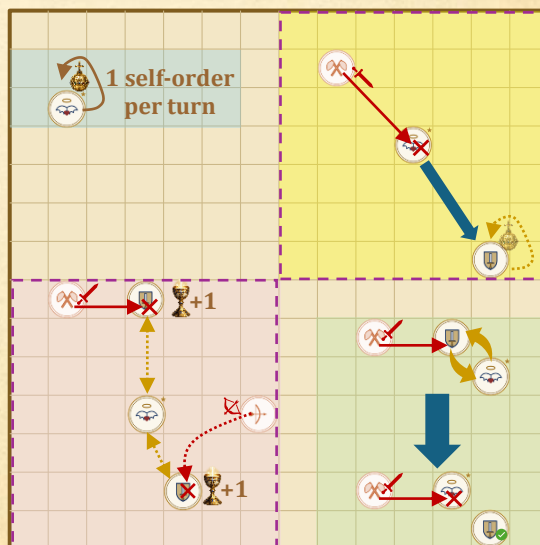
When the Angel is captured, **place a Halo token on one ally within 3 tiles**: this unit inherits the one self-order per turn power from the Angel.

### ◆ Heavenly Glory

**Each ally captured within 3 tiles** of the Angel yields 1 Holy Grail — no limit per turn.

### ◆ Heavenly Tears

When **an ally within 1 tile** is attacked, the Angel may swap places and be captured in its stead — the **REDEEMED** unit stands unharmed. Heavenly Road may recruit at that same moment.



*"This is how we know what love is: Jesus Christ laid down his life for us." — 1 John 3:16*

*"Are not all angels ministering spirits sent to serve those who will inherit salvation?" — Hebrews 1:14*



# Lancer

*The Lancer is a heavily armored knight whose charge surpasses all ordinary cavalry. He advances by faith, driving forward in one straight, unstoppable line.*

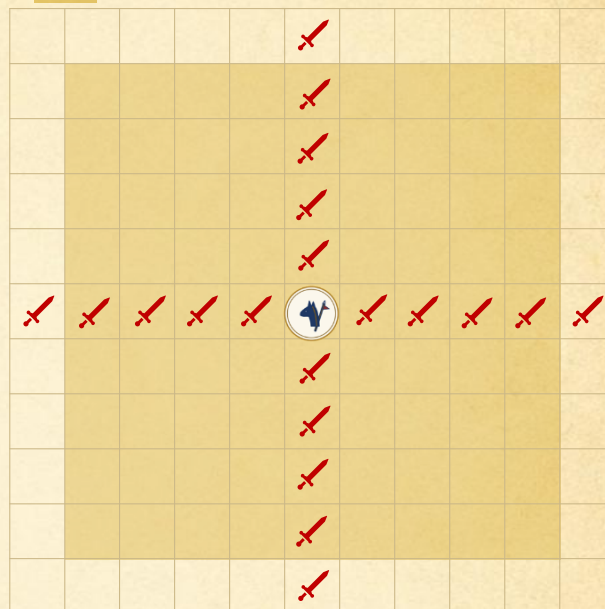


Lancer

Move



Melee



MOVE

0–4 tiles



MAX

× 3



ATTACK

Melee



RECRUIT

2 Grails

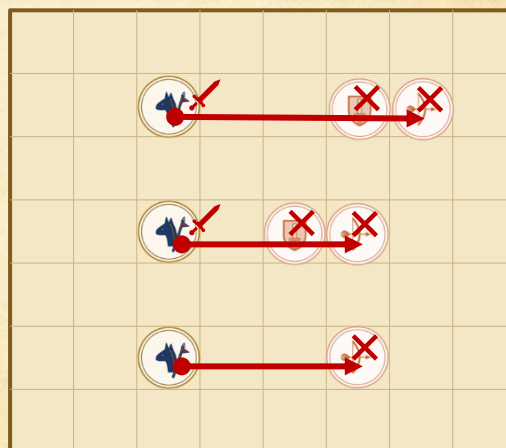
## SIGNATURE POWER

## ♦ Iron-Fist Charge

When attacking along a straight line, the Lancer may capture two adjacent opponent units along that straight line with one attack.

## ♦ Long-Pole

When attacking, Lancer can go One More tile than normal movement range.  
(With Heir Encouragement, Lancer's attack range is still 1-5 tiles)



*"I press on toward the goal to win the prize for which God has called me heavenward in Christ Jesus." — Philippians 3:14*



CAVALRY · MOUNTED KNIGHTS

# Templar

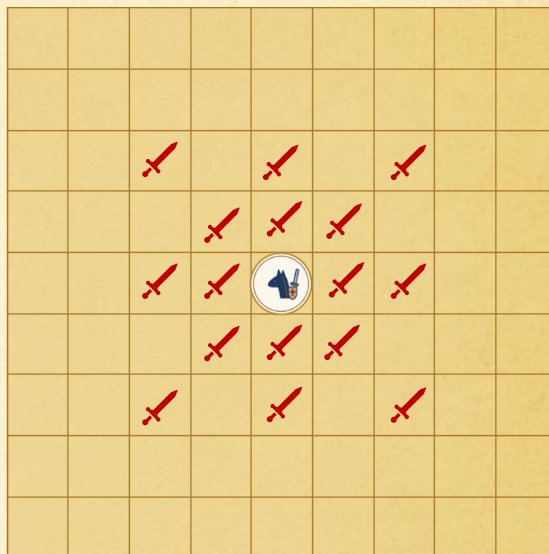


Templar

Move



Melee



MOVE  
0–4 tiles



MAX  
× 3



ATTACK  
Melee



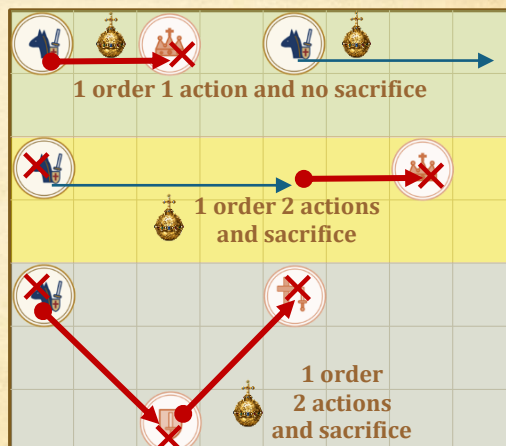
RECRUIT  
2 Grails

## SIGNATURE POWER

### ◆ Last Crusade

The Templar may act twice with one order. When choosing to act twice, the Templar is sacrificed (removed from the board) after the second action. The two actions can be any combination.

*The Templar is a devout and elite knight of courage and honor. He knows a life is measured not by its length, but by its mission — and at the decisive moment he offers himself wholly.*



“...It is not by sword or spear that the LORD saves; for the battle is the LORD’s.”  
— 1 Samuel 17:47



# Paladin ★



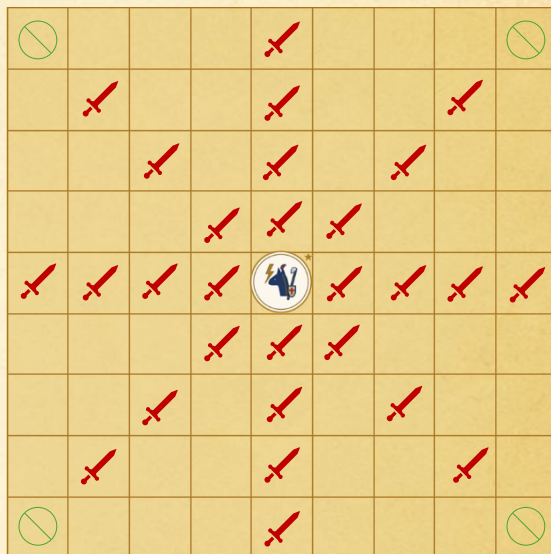
Paladin



Move



Melee



MOVE  
0–4 tiles



MAX  
× 1



ATTACK  
Melee



RECRUIT  
4 Grails

## SIGNATURE POWER

### ◆ Crusader's Vow

The Paladin may act twice with one order. When choosing to act twice, the Paladin is sacrificed (removed from the board) after the second action. The two actions can be any combination.

*The Paladin is the mightiest cavalry on the field, striking from every direction yet never boasting. His life is measured not by survival, but by whether the mission is fulfilled — and at the final trumpet he gives all.*



*"Greater love has no one than this: to lay down one's life for one's friends." — John 15:13*

*"I have fought the good fight, I have finished the race, I have kept the faith." — 2 Timothy 4:7*



# Ranger

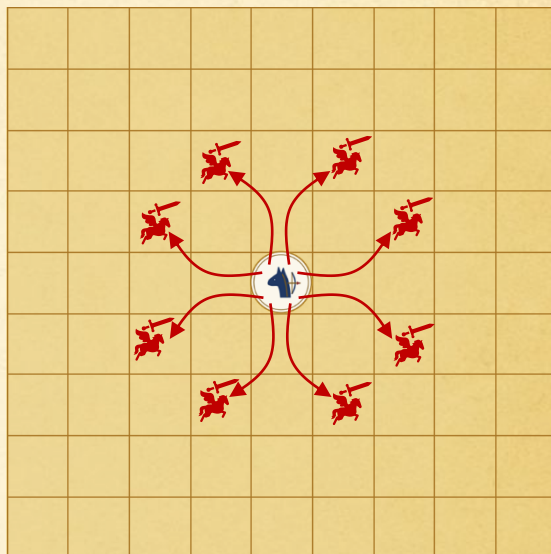


Ranger

Move



Raids



MOVE  
0–4 tiles



MAX  
× 3



ATTACK  
Raids



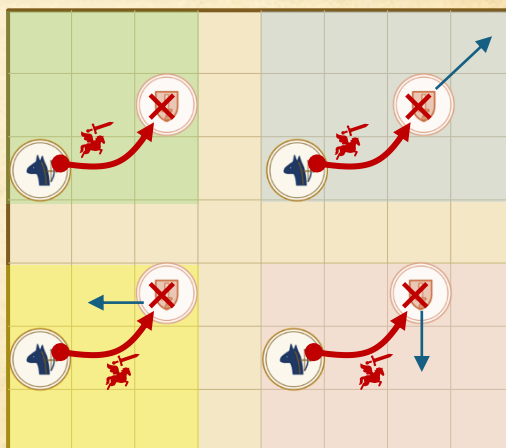
RECRUIT  
2 Grails

## SIGNATURE POWER

## ◆ Hit and Run

The Ranger may retreat 1 tile in any direction after completing an attack.

*The Ranger is a mounted marksman who whispers with the wind — sending keen arrows upon it, then vanishing with the breeze. Swift and solitary, always seeking, always moving forward.*



*"Ask and it will be given to you; seek and you will find; knock and the door will be opened to you."*  
— Matthew 7:7



# Attila ★

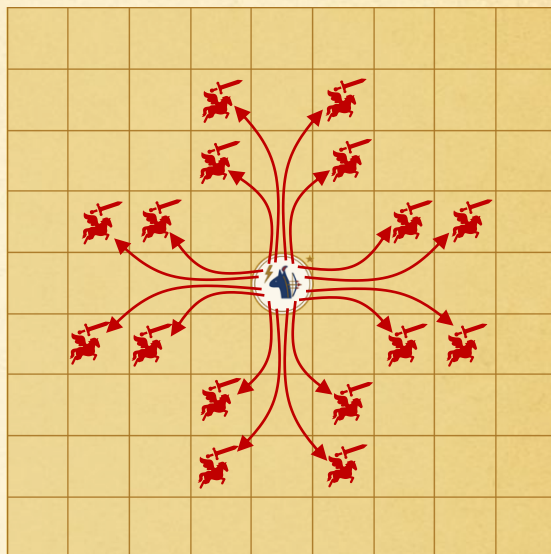


Attila

Move



Raids



MOVE  
0–4 tiles



MAX  
× 1



ATTACK  
Raids



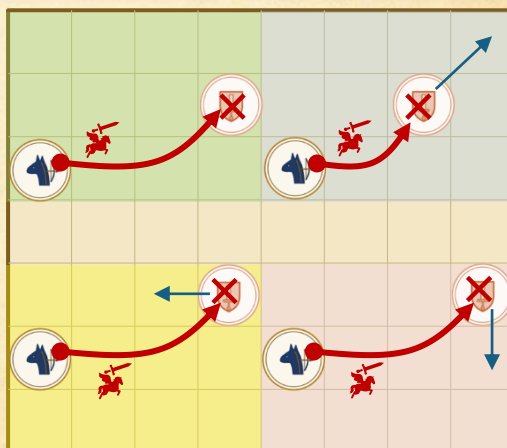
RECRUIT  
4 Grails

## SIGNATURE POWER

### ◆ Nomad King

The Attila may retreat 1 tile in any direction after completing an attack.

*The nomad king of the wild riders — a legend of the open steppe, whom trembling kingdoms named the Scourge of God. When the world grows proud and covenants are forgotten, heaven looses its whip: he strikes from angles no one expects, near or far, and is gone before the dust settles. Only once did the Scourge turn his horse — when heaven itself stood in the road.*



*"Their horses are swifter than leopards... their horsemen come from afar; they fly like an eagle swift to devour." — Habakkuk 1:8*



# Grand Muster

| Unit       | Group               | Move | Attack      | Recruit  | Max  |
|------------|---------------------|------|-------------|----------|------|
| King       | Royal               | 0–2  | Melee       | Never    | × 1  |
| Queen      | Royal               | 0–2  | None        | 3 Grails | × 1  |
| Heir       | Royal               | 0–2  | Melee       | 3 Grails | × 1  |
| Princess   | Royal               | 0–2  | None        | 3 Grails | × 1  |
| Militia    | Infantry · Soldier  | 0–2  | Melee       | 1 Grail  | × 12 |
| Pikeman    | Infantry · Soldier  | 0–2  | Melee       | 1 Grail  | × 6  |
| Archer     | Infantry · Soldier  | 0–2  | Shots       | 1 Grail  | × 6  |
| Blade      | Infantry · Soldier  | 0–2  | Melee       | 1 Grail  | × 6  |
| Vanguard   | Infantry · Elite    | 0–2  | Melee       | 2 Grails | × 3  |
| Berserker  | Infantry · Elite    | 0–2  | Melee       | 2 Grails | × 3  |
| Bastion    | Infantry · Elite    | 0–2  | None        | 2 Grails | × 2  |
| Apostle    | Infantry · Faithful | 0–2  | Holy Strike | 2 Grails | × 3  |
| Prophet    | Infantry · Faithful | 0–2  | None        | 2 Grails | × 3  |
| Templar    | Cavalry             | 0–4  | Melee       | 2 Grails | × 3  |
| Ranger     | Cavalry             | 0–4  | Raids       | 2 Grails | × 3  |
| Lancer     | Cavalry             | 0–4  | Melee       | 2 Grails | × 3  |
| Maiden ★   | Legends · Royal     | 0–2  | None        | 4 Grails | × 1  |
| Wayfarer ★ | Legends · Faithful  | 0–2  | Melee       | 4 Grails | × 1  |
| Angel ★    | Legends · Heavenly  | 0–2  | None        | 4 Grails | × 1  |
| Elias ★    | Legends · Faithful  | 0–2  | Holy Strike | 4 Grails | × 1  |
| Levite ★   | Legends · Faithful  | 0–2  | Calls       | 4 Grails | × 1  |
| Paladin ★  | Legends · Cavalry   | 0–4  | Melee       | 4 Grails | × 1  |
| Attila ★   | Legends · Cavalry   | 0–4  | Raids       | 4 Grails | × 1  |

★ Legends are unique — one of each. 64 pieces per player: 28 start on the board, 36 wait in reserve.  
The King can never be recruited.