



COVENANT CHESS™

Rule Book

Learn to Play

START YOUR FIRST GAME HERE

A 5-min quick learning guide

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Introduction

Two kingdoms face each other across a great battlefield. You are the ruler. Your royal family shouts orders, your soldiers march, your heroes work wonders, and your legends turn the tide.

Lead them well — and bring down the enemy King. →



Your goal

Capture the enemy **King**. If they still have an **Heir**, the Heir becomes the new King and the battle goes on. When there is **no Heir left**, the game is over and you win.

Learn how to play by unlocking five levels

- **Level 1 – Set-Up:** the pieces, the board, and the basic gameplay.
- **Level 2 – Move & Attack:** a complete game you can play right away.
- **Level 3 – Formation & Defense:** a twist of the game that makes it fun.
- **Level 4 – Grails & Recruiting:** earn treasure and call in fresh fighters.
- **Level 5 – Powers & Abilities:** special hero powers that bend the rules.
- **Q&A:** quick answers to the questions first-time players ask most.

Learn one level, play a game, then unlock the next. You never have to learn it all at once.

How to Play in One Page

Capture the enemy King. If an Heir survives he is crowned and the battle goes on — take the King with no Heir, and **YOU WIN.**

Set up 14×14 board. Fill your two back rows with 28 pieces; keep the other 36 in reserve. Place 1–4 Holy Cities, equal distance from both sides.

Your turn

Only your Royals give orders. Each order sends one piece to move OR attack — never both.
When your orders run out, your turn ends. Alternate the turn.

How to Command

King — 1 order/turn, reaches anywhere

Queen — 2 orders/turn, up to 3 tiles

Heir — 1 order/turn, up to 3 tiles

Princess — 1 order/turn, up to 3 tiles

Maiden — 1 + bonus orders/turn, up to 3 tiles

Order your unit to **Move** or **Attack**
Each unit can receive ONE Order per turn

How to Move

Within movement range, units can move in any direction, freely combined.

Royals, Angel & Infantry move up to 2 tiles;
Cavalry move up to 4 tiles;

A unit can change its facing when moving;
A unit **CAN'T move through** another unit.

Attack Capture an enemy in your unit's range. Most units do Normal Melee Attack (move in & take).
Special: Archer Stays & Shoots;
Apostle & Elias Strike down a line;
Ranger & Attila Hit & Retreat.

Captured pieces go back to the reserve.

Defense Soldiers build walls that block attacks: Shield-Walls (Militia, Vanguard), Pike-Wall (Pikeman), and the Bastion's Fortification (Bastion).

Grails & Recruiting Send Royals into a Holy City and use 1 order to earn 1 Grail per turn; players can spend Grails any time during their turn to recruit reserves onto your rearmost row.

Recruit costs

1 Grail Militia / Pikeman / Archer / Blade

2 Grails for most others

3 Grails for Queen / Heir / Princess

4 Grails for Legends ★.

The King can't be recruited.

Powers & Legends Every unit has a special ability on its card. The seven Legends (★) are the rarest and most powerful pieces.

First game? Skip powers, formations and recruiting — just give orders, move, attack, and capture the King. Add the rest once it clicks.

Set-Up: 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



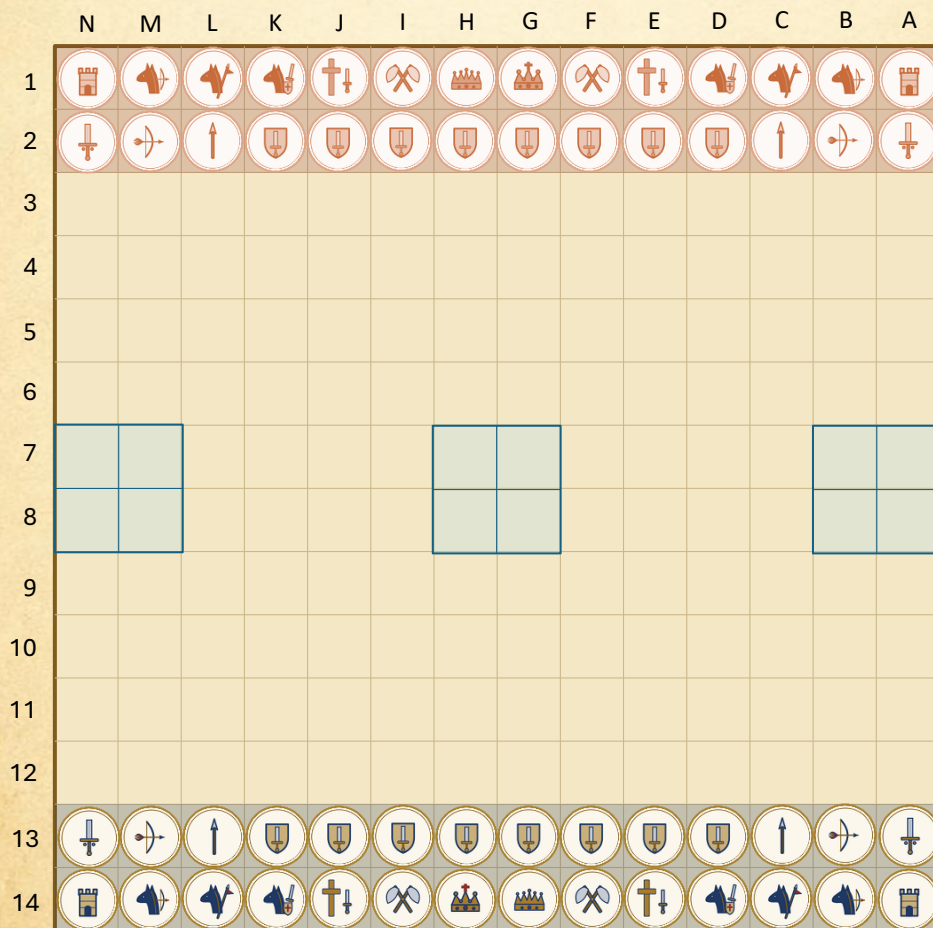
Paladin



Attila

Set-Up: The Board

- A 14×14 board, 4 Holy City tokens, 12 Holy Grail tokens, 7 Halo Ring tokens
- 64 pieces for each side
- Fill your two back rows with your 28 starting pieces as shown
- Set your other 36 pieces aside — this is your reserve
- Place 1–4 Holy Cities on the board, each the same distance from both players
- Place all 12 Holy Grails aside — take one whenever a player earns one



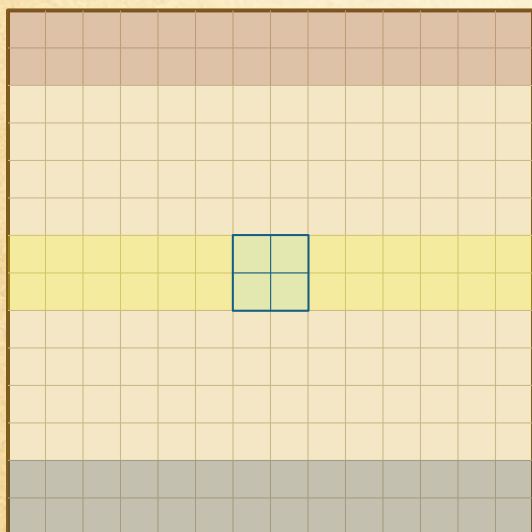
Your 2 back rows (your 28 pieces)



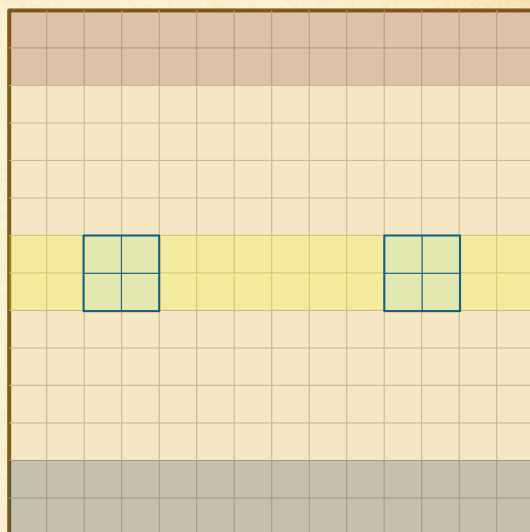
Set-Up: The Board

Typical Starting Positions for Holy Cities

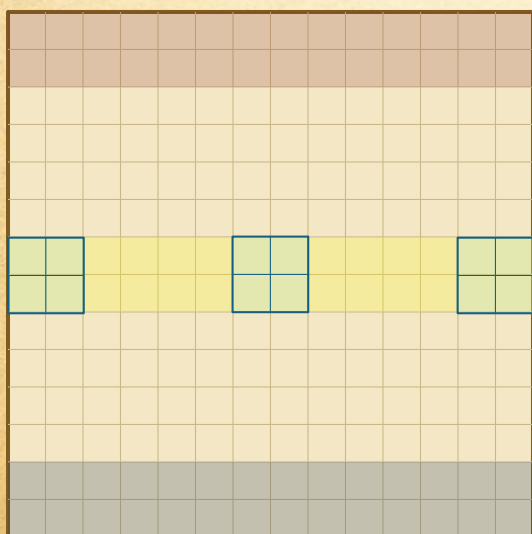
- **Hill-Top** – One single Holy City positioned in the middle
- **Twin-Cities** – Two Holy Cities positioned symmetrically along the mid-line
- **Battle-Valley** – Three Holy Cities positioned at equal distance in the middle
- **Stellar-Belt** – Four Holy Cities positioned at equal distance in the middle



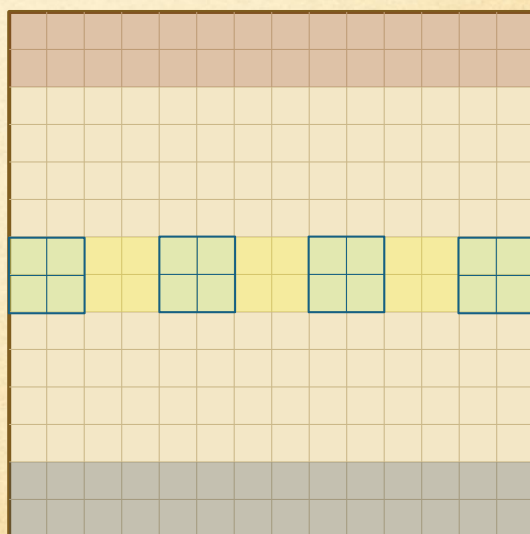
Hill-Top



Twin-Cities



Battle-Valley

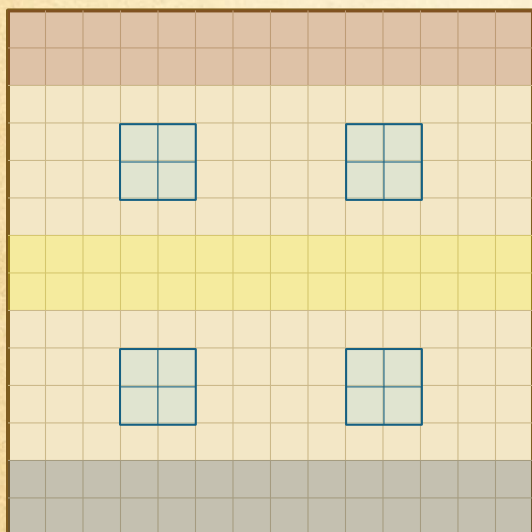


Stellar-Belt

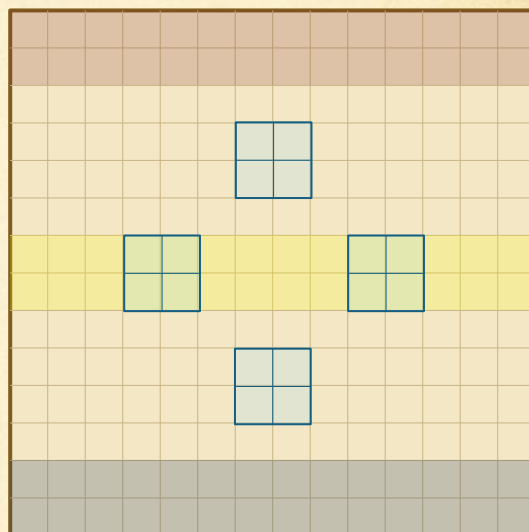
Set-Up: The Board

Typical Starting Positions for Holy Cities

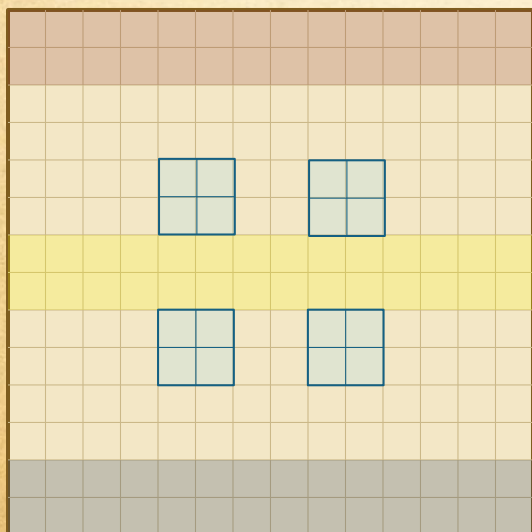
- **Dual-Kingdom** – Four Holy Cities distanced from each other by 4 tiles
- **Cross-Road** – Four Holy Cities positioned like a cross in the center
- **Jerusalem** – Four Holy Cities distanced from each other by 2 tiles
- **Open-Field** – !!No Holy Cities at all!! (no Grails and pure fight)



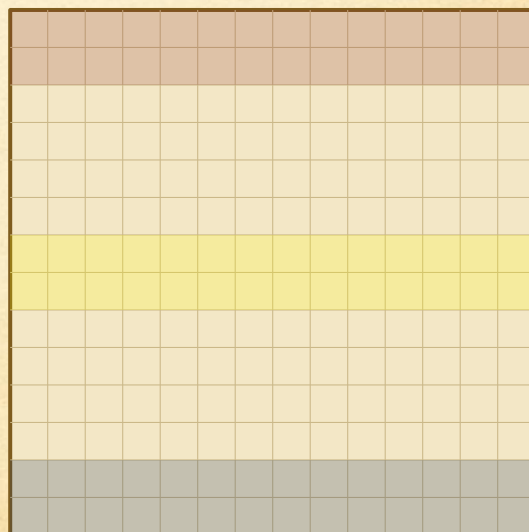
Divided-Land



Cross-Road



Jerusalem



Open-Field

Set-Up: Game-Play

This is the one thing that makes Covenant Chess™ special. In normal chess you move one piece per turn. Here moves and attacks work through orders. Your **Royals** give **orders** — and each order wakes one piece to do one thing: a move, or an attack. Your turn lasts until your orders run out.

Royals can order any friendly piece, including themselves, to move or attack.

Royals	Orders	An order can reach...
King	1	anywhere on the board
Queen	2	up to 3 tiles away
Heir	1	up to 3 tiles away
Princess	1	up to 3 tiles away
Maiden	1 (+bonus order)	up to 3 tiles away

Watch one turn for example:

Player 1 (Gold) moves first and starts the turn.

- Player 1 has 1 King (1 order) and 1 Queen (2 orders) on the board.
- The Gold King orders a Gold Militia to move forward 2 tiles.
- The Gold Queen orders herself to move diagonally 2 tiles.
- The Gold Queen orders the Gold King to move diagonally 2 tiles.

Player 1 runs out of orders.

Player 2 (Blue) takes the turn.

- Player 2 has 1 King (1 order) and 1 Queen (2 orders) on the board.
- The Blue King orders the Blue Lancer to attack by moving forward 4 tiles and capturing the Gold Archer.
- The Blue Queen orders a Blue Bastion to move left 2 tiles.
- The Blue Queen orders herself to move backward 1 tile.

Player 2 runs out of orders.

- ✓ Turns alternate, and the game continues until one player wins.
- ✓ Only the King can order pieces across the board; other Royals can only order pieces up to 3 tiles away.

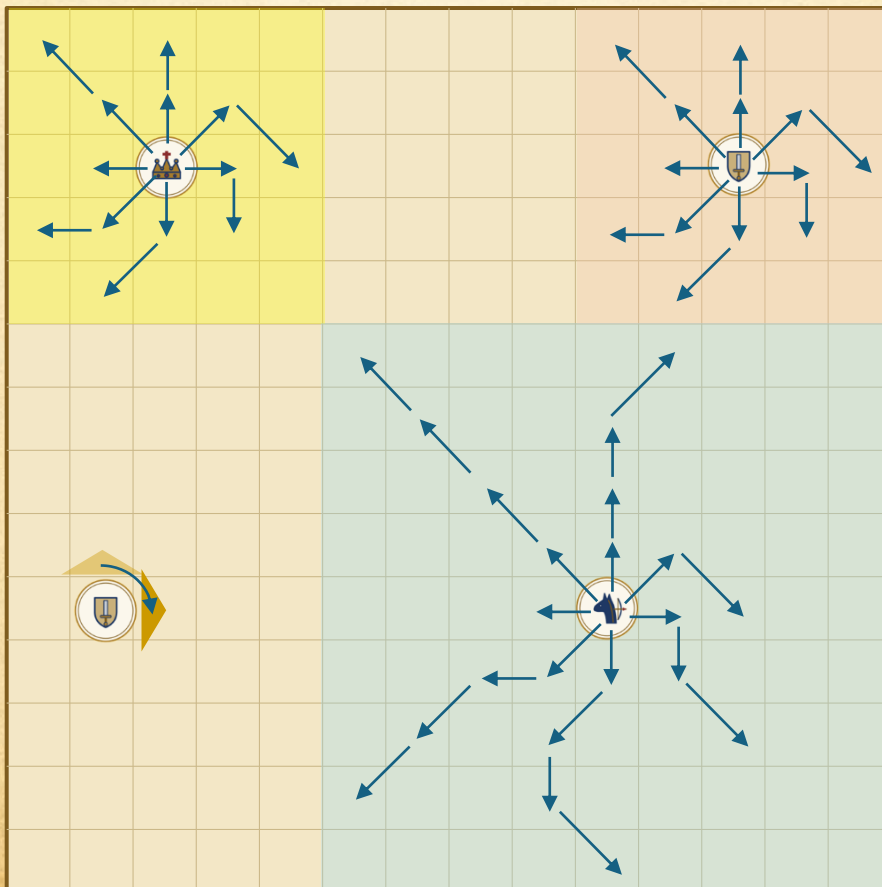
Move & Attack

The golden rule

One order = one action = a **move** OR an **attack**, never both.
(A few heroes bend this rule — you'll meet them in Level 5.)

Moving

- **Royal** – can move 0–2 tiles/order
 - **Heavenly** – can move 0–2 tiles/order
 - **Infantry** – can move 0–2 tiles/order
 - **Cavalry** – can move 0–4 tiles/order
- ✓ When moving, a unit can move horizontally, vertically, and diagonally in ANY combination of the player's choice.
- ✓ A unit can change its facing at the end of ANY action it executes.

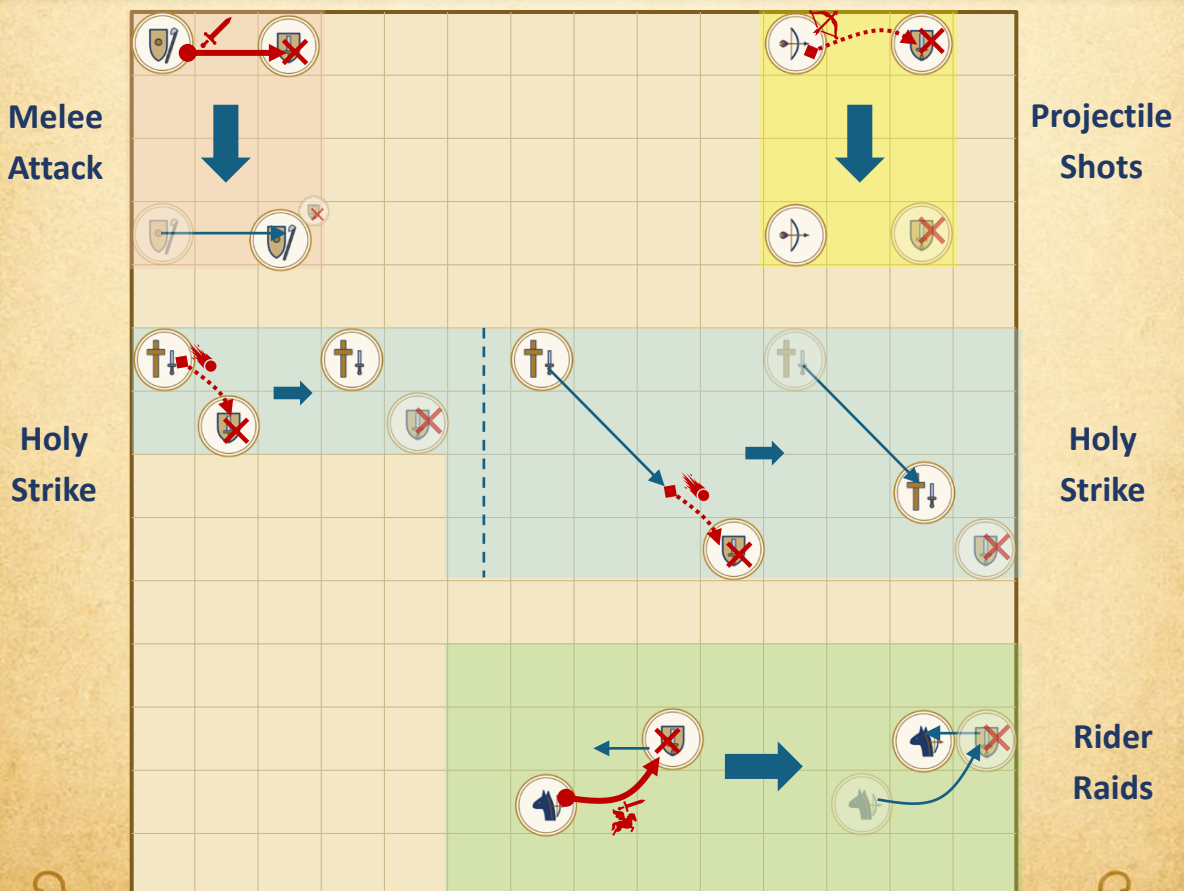


Move & Attack

Basic rule

Each unit has its specific attacking range within which it can attack. Most units do normal attack. A few units have special types of attack.

- **Melee Attack** – Move into the targeted tile and capture the opponent.
- **Projectile Shots** – Capture the opponent and stay in the same tile when launching the attack (for **Archer**).
- **Holy Strike** – Move along the attacking line and capture the opponent on the next tile along that line without moving into it (for **Apostle** and **Elias**).
- The Apostle can also stay in the same tile and cast the spell to attack.
- **Rider Raids** – Move into the targeted tile and capture the opponent, then retreat 1 tile away in ANY direction (Hit & Run — for **Ranger** and **Attila**).

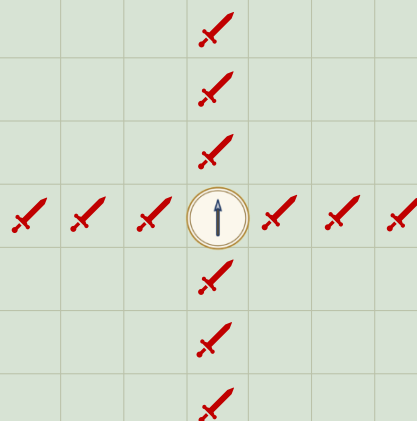


Move & Attack

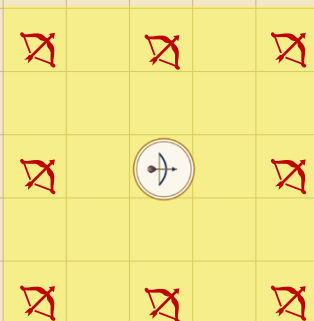
Each unit has its specific attacking range within which it can attack.



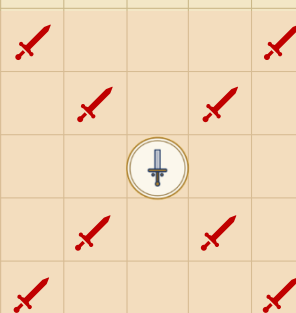
Militia



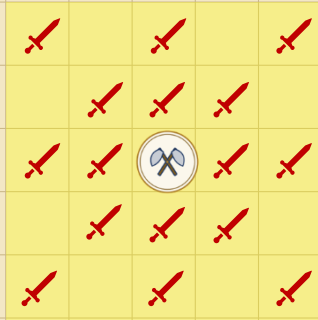
Pikeman



Archer



Blade



Berserker



Vanguard



Bastion
No Attack

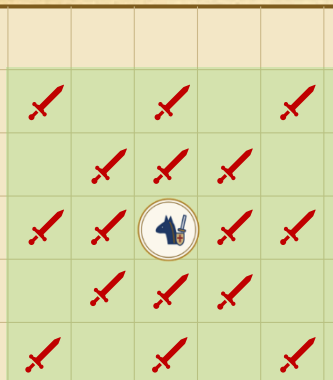
Move & Attack

Each unit has its specific attacking range within which it can attack.

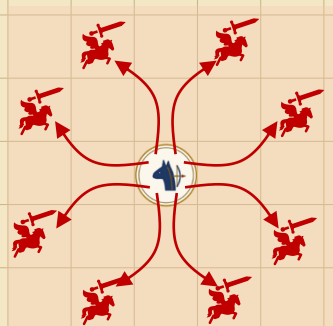
				
King	Queen No Attack	Heir	Princess No Attack	Maiden No Attack
				
Apostle	Elias			
				
Prophet No Attack	Wayfarer	Angel No Attack	Levite No Attack	

Move & Attack

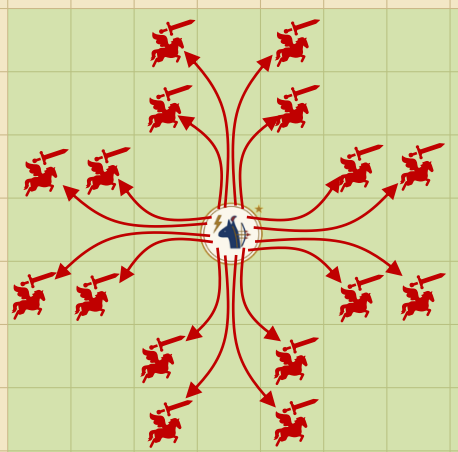
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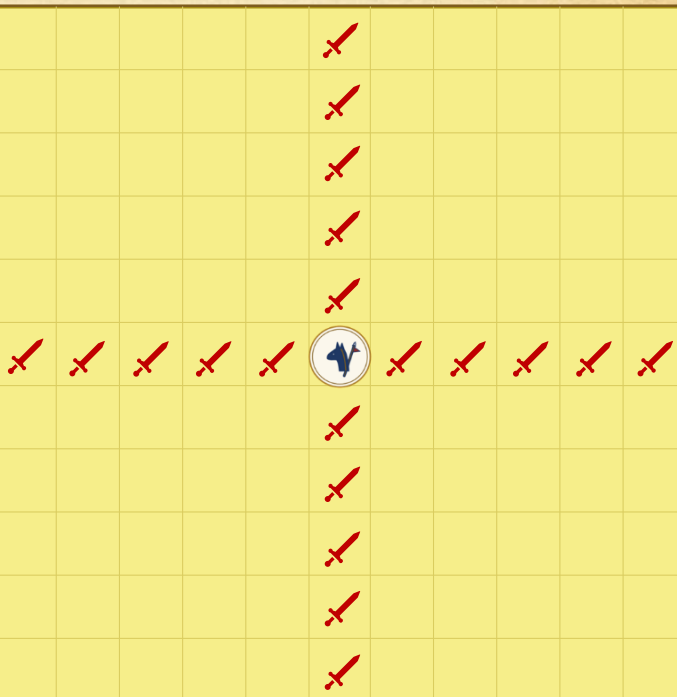
Templar



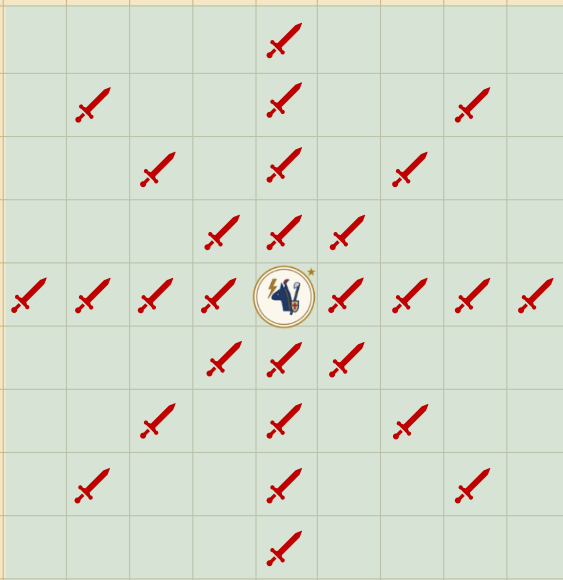
Ranger



Attila



Lancer



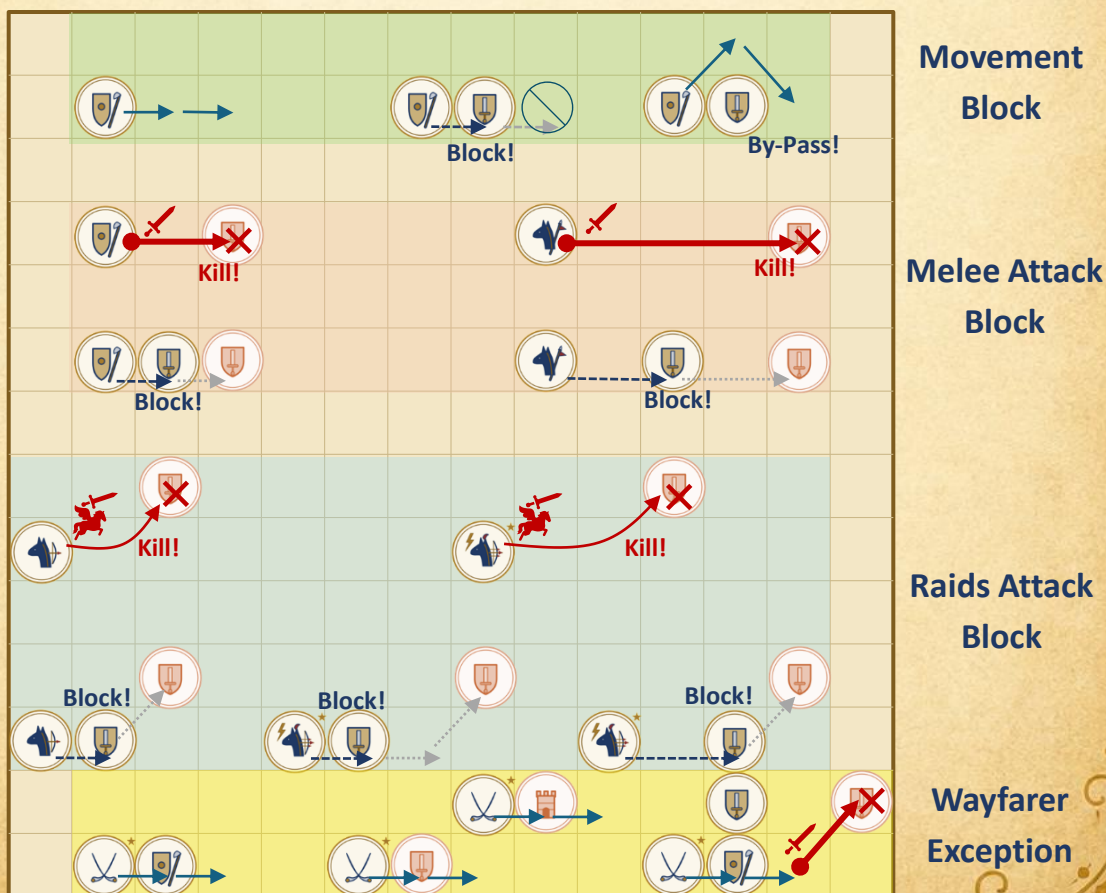
Paladin

Move & Attack

Block rule

Units can not go through the tiles that other units have already occupied.

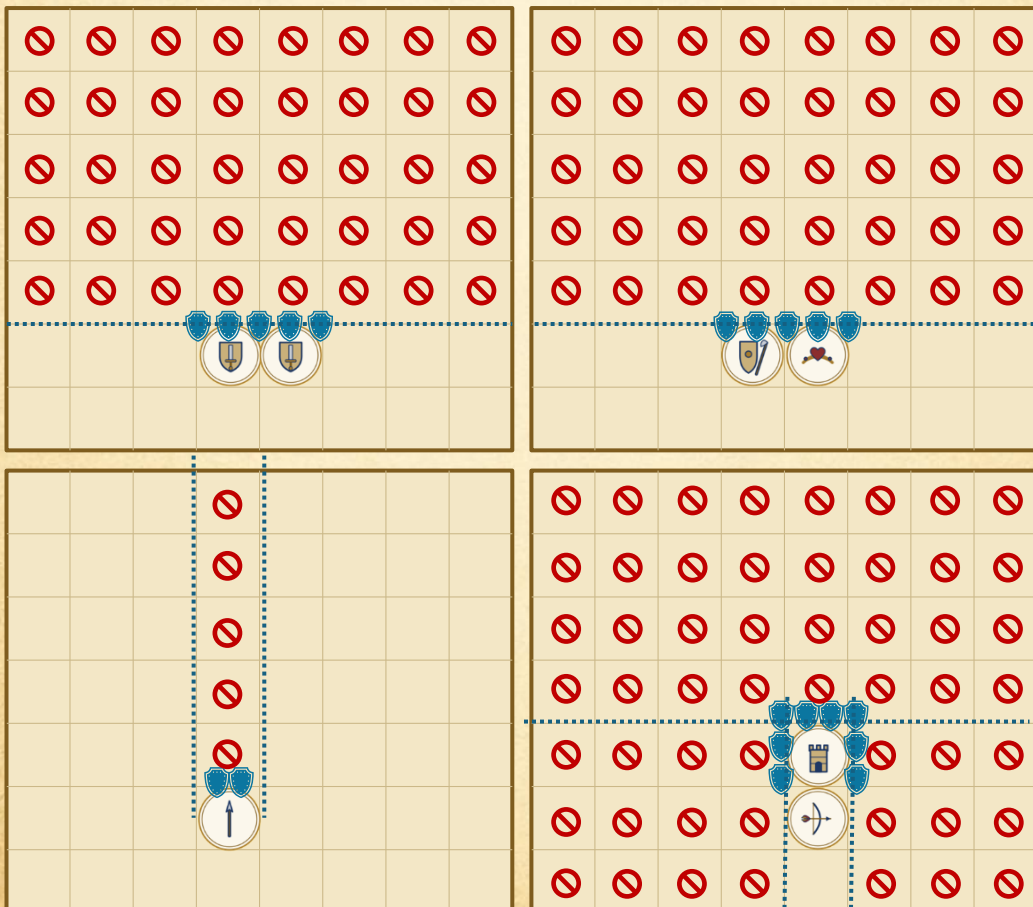
- **Movement block** – Unit can move freely through any empty tile, but it cannot move into or move through tiles already occupied by another unit (friendly or opponent). 1st exception is that unit can move through a friendly Bastion as it is an Ally Passage. 2nd exception is that the Wayfarer ignores any movement block (including opponent Bastion).
- **Attack block** – Unit performs an attack by moving down their attacking path. If there is another unit sitting along the path, that attack is blocked. 1st exception is that unit can go through a friendly Bastion to attack as it is an Ally Passage. 2nd exception is the parabolic shot by Archer that can fly over the front row units (but an opponent Bastion's tower blocks the arrows).



Formation & Defense

Special units can raise Defense that prohibits attacks

- **Militia** – when adjacent to another Militia, they line up Shields to form a Shield-Wall that prohibits **ALL Attacks** from beyond the defense line.
- **Vanguard** – when adjacent to any other Friendly Unit, they form a Shield-Wall along the Vanguard's big Shield: ALL Attacks originating from beyond the defense line are prohibited.
- **Pikeman** – naturally forms a Pike-Wall: All Attacks except Archer Shots originating from the Frontal Column of the Pikeman are prohibited.
- **Bastion** – when a Bastion is adjacent to any Friendly unit (not another Bastion), it forms a Fortification-Wall that prohibits **All Attacks**. But a Bastion Alone without an Adjacent Ally has **NO Defense At All!**



Formation & Defense

The Bastion rule

The Bastion is a special type of unit: it has no attack ability, but it can defend against any attack as long as it is adjacent to a friendly unit.

Fortified Stronghold

When there is a Friendly Unit adjacent to the Bastion, the Bastion is unattackable and blocks opponent passage through it.

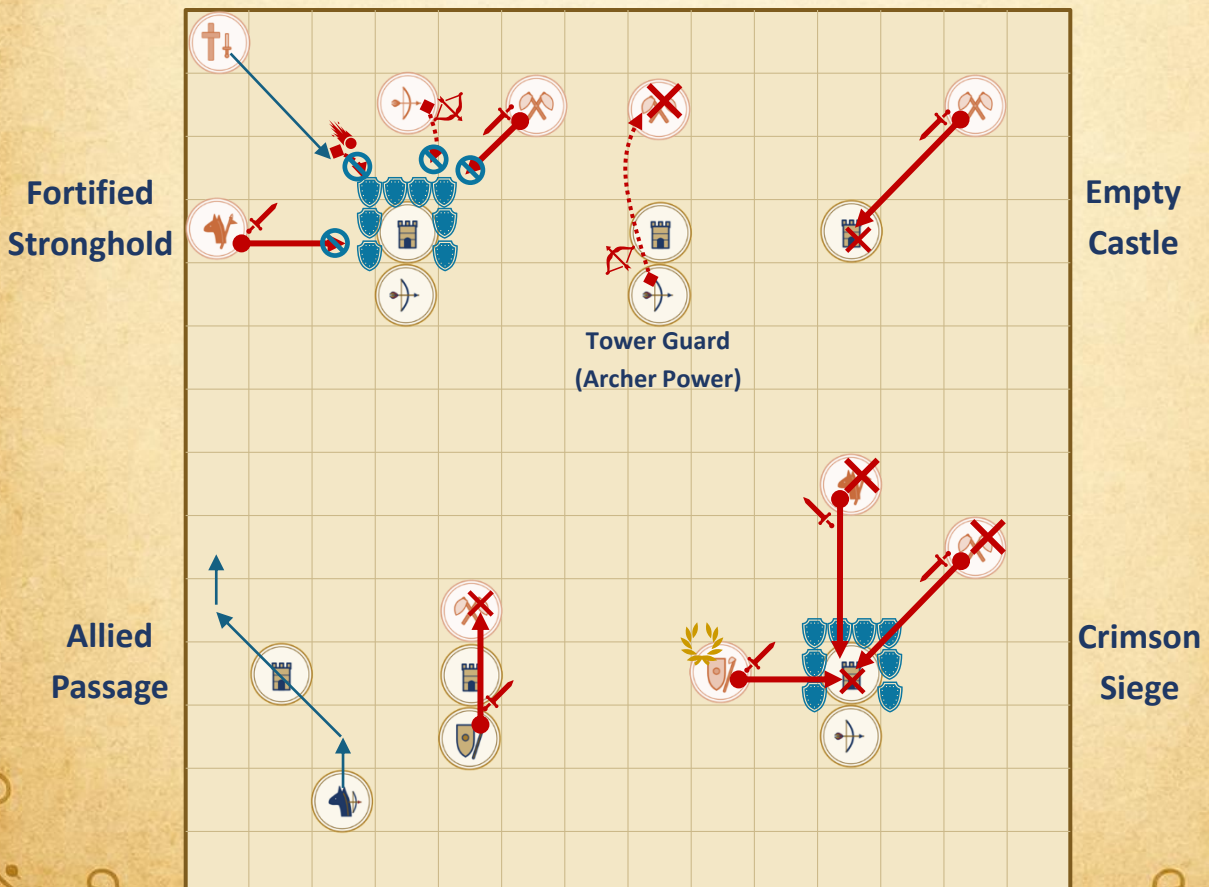
Allied Passage

Friendly units can pass through the Bastion, whether on their movement path or their attacking path.

Take-Over a Bastion

Empty Castle — when there is no Allied Unit adjacent to the Bastion, any attack (except Shots) can take over the Bastion.

Crimson Siege — to force a take-over of a Fortified Stronghold, send 3 distinct melee attack units at the same time to strike the Bastion: first 2 of them are consumed and the 3rd unit captures the Bastion.



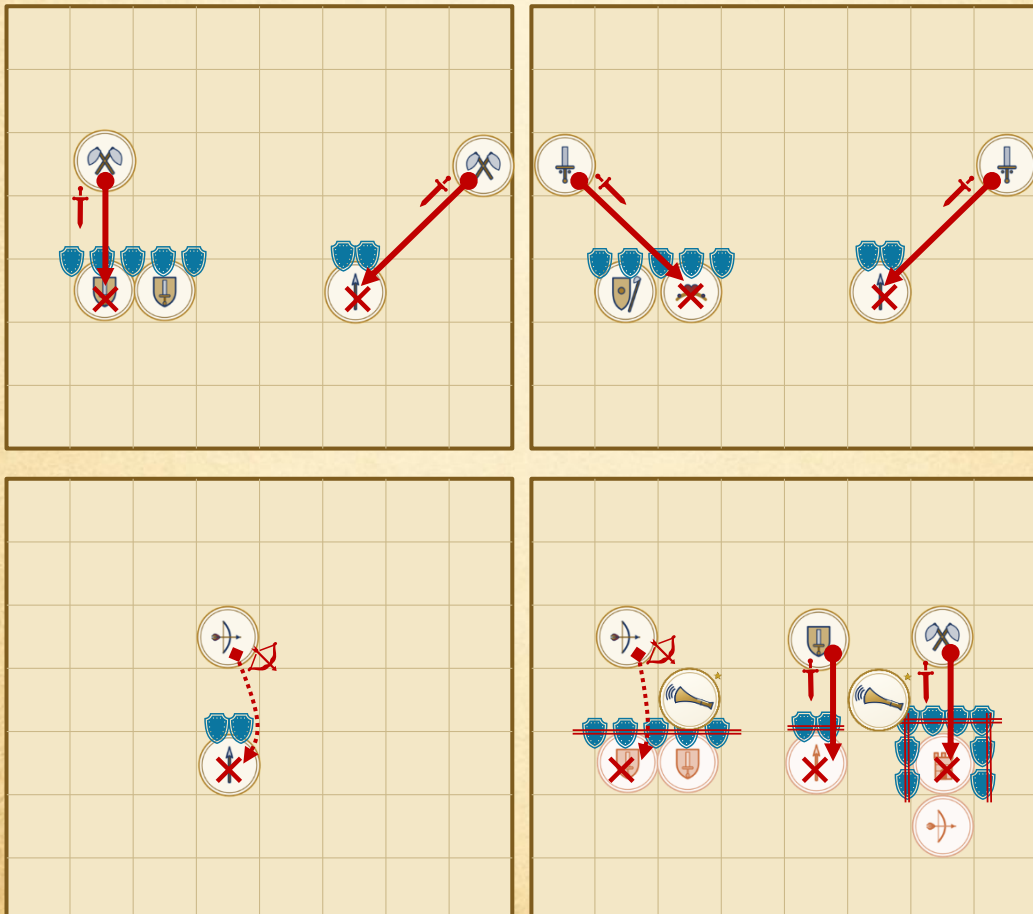
Formation & Defense

How to Break the Defense?

The Berserker and Blade are formation-breaking units. The Archer's arrows can get through pikes. Levite calls make All Opponent Defense lines vanish.

Special units can BREAK Defense lines

- **Berserker** – ignores **Shield-Wall** and **Pike-Wall** when attacking.
- **Blade** – ignores **Shield-Wall** and **Pike-Wall** when attacking.
- **Archer** – ignores **Pike-Wall** when attacking.
- **Levite** – **ALL Opponent Defenses** vanish within 1 tile of the Levite; allied unit can break deactivated **Shield-Wall**, **Pike-Wall**, and Bastion **Fortification-Wall**.



 -1
Holy Grail

Powers & Abilities

Power Up — each unit has its own way to bend a rule.

Royal Powers

King

King's Authority: order any friendly unit on the board — the King's order can reach any distance.

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.

Queen

Queen's Governance: the Queen has 1 more order than other royals, thus 2 orders per turn.

Heir

Prince's Encouragement: when the Heir sends an order, it increases the ordered unit's movement range by +1.

Princess

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), choosing its path and final facing.

Maiden

Heavenly Calling: when an opponent within 3 tiles is captured by your unit, the Maiden gains +1 bonus order and the Maiden can use it to command immediately; the turn continues until all orders are exhausted.

More detailed illustrations on the Reference Cards.

Powers & Abilities

Power Up — each unit has its own way to bend a rule.

Heavenly Powers

Angel

The Angel is a very special and unique unit — it belongs to Heaven, not to the court.

Heavenly Messenger: The Angel does not receive Orders from Royals. Instead, once per turn, the Angel may give itself one order to act. The Angel can never order another unit.

Heavenly Road: When the Angel is captured, the player may appoint one friendly unit within 3 tiles of the captured Angel and place a Halo token on it. That unit inherits Heavenly Messenger power: each turn, it may give itself one order to act, until it is removed from the board.

This gift is passed only once — when the Halo unit is captured, the power is not inherited again.

Heavenly Glory: When a friendly unit within 3 tiles of the Angel is captured, the Angel gains 1 Holy Grail.

This has no limit — the player receives 1 Holy Grail for each friendly unit captured within 3 tiles of the Angel.

Heavenly Tears: When a friendly unit within 1 tile of the Angel is attacked, the Angel may immediately swap places with that unit and be captured in its stead. The **REDEEMED** unit now stands on the Angel's former tile, unharmed.

**Heavenly Road may trigger at the same moment — the Angel is captured, and its gift passes on.*

More detailed illustrations on the Reference Cards.

Powers & Abilities

Power Up — each unit has its own way to bend a rule.

Cavalry Powers

Lancer

Iron-Fist Charge: when attacking along a straight line, the Lancer may capture two adjacent opponent units along that straight line with one attack, ending on the second unit's tile.

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)

Templar

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 consecutive actions can be any combination.

** Templar may also act once as normal and stay on the board.*

Paladin

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 consecutive actions can be any combination.

** Paladin may also act once as normal and stay on the board.*

Ranger

Hit and Run: the Ranger can retreat 1 tile in any direction after completing an attack.

Attila

Nomad King: the Attila can retreat 1 tile in any direction after completing an attack.

More detailed illustrations on the Reference Cards.

Powers & Abilities

Power Up — each unit has its own way to bend a rule.

Faithful Powers

Apostle

Missionary: when capturing an opponent unit, the Apostle can 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.

Prophet

Divine Protection: when a friendly unit is removed (captured, consumed, or sacrificed) **within 3 tiles** of the Prophet, the Prophet can revive it immediately (even the King or Angel) and place it on **any empty tile within 1 tile** of the Prophet.

Each Prophet may **use this power only once per round** (refreshed at the start of your turn). One round referring to one player's turn plus one opponent's turn.

Elias

Wise Counsel: when Elias is standing within 1 tile of the King, the King gains +1 order per turn (counted at the start of the turn, or granted immediately the moment Elias arrives at the King's side).

More detailed illustrations on the Reference Cards.

Powers & Abilities

Power Up — each unit has its own way to bend a rule.

Faithful Powers

Wayfarer

Force of the Way: the Wayfarer may attack once right after completing a movement, and this move + attack is considered one act that consumes only one order.

Path of the Faith: the Wayfarer ignores all movement blocks, that he may move through friendly or opponent units if the target tile of the movement is an empty tile. After movement, the Wayfarer can always launch immediately an attack.

Levite

Sinai's Call: Player can place new recruited units at any empty tile that is 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), any allied unit can attack a deactivated opponent unit.

Zion's Call: Within 1 tile of the Levite, all Allied Melee units gain +1 melee attack range.

More detailed illustrations on the Reference Cards.

Powers & Abilities

Power Up — each unit has its own way to bend a rule.

Elite Powers

Berserker

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

Vanguard

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

Bastion

Fortified Stronghold: when adjacent to any Allied Unit, the Bastion prohibits All Attacks and blocks opponent passage.

Empty Castle: without an allied unit nearby, the Bastion is defenseless — any attack (except Shots) can take it.

Allied Passage: while the Bastion holds a tile, it grants free passage to Allied Units for both movement and attack. Allied Unit can move through and attack through its tile.

Crimson Siege: to take over a fortified Bastion, launch three Melee Attacks by three **distinct units** in the same turn: the first two attacker units to be consumed, and the third captures the Bastion. A Templar/Paladin double-act cannot supply two of the three attacks.

More detailed illustrations on the Reference Cards.

Powers & Abilities

Power Up — each unit has its own way to bend a rule.

Soldier Powers

Archer

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 — but an opponent Bastion's high tower 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.

Militia

Formation: **forms a Shield-Wall** when standing side by side with another Militia. 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.**

Pikeman

Phalanx: **naturally forms a Pike-Wall** even when standing alone. The Pike-Wall prohibits All Attacks from the Frontal Column area to hit the Pikeman.

Long-Pole: When attacking, Pikeman can go One More tile than normal movement range.

Blade

Break Formation: when attacking, the Blade ignores Shield-Wall & Pike-Wall, but not the Bastion's Fortification-Wall.

More detailed illustrations on the Reference Cards.

Q&A

Common questions for first-time players.

Q1 · Can a Royal give an order to itself?

Yes. A Royal may order any friendly piece — including itself.

Q2 · Can one Royal order another Royal?

Yes. In the example turn, the Blue Queen orders the Blue King to move.

Q3 · Can the same piece act on two orders in one turn?

No. Each piece can receive only one order per turn. The Maiden's bonus grants the player extra orders, but each must still go to a piece that hasn't acted this turn.

Q4 · Do I have to spend all my orders?

No. You may end your turn early. Unused orders are lost — they never carry over.

Q5 · How do I count “up to 3 tiles away” for an order's reach?

The same way pieces move: each step to any of the 8 surrounding tiles counts as 1 tile.

Q6 · If my Queen is captured, do I lose her 2 orders?

Yes. Orders come only from Royals currently on the board.

Q7 · Two enemies are captured near my Maiden in one turn. Two bonus orders?

Yes — one bonus order per qualifying capture near the Maiden (3 tiles), with no cap.

So, if three enemies are captured near the Maiden, then three bonus orders are granted.

Q8 · Elias stands beside my King, and the King is my last Royal. How many orders do I have?

Three orders per turn: the King's own order, +1 from Unbowed King, +1 from Wise Counsel. The bonuses stack. All three are King's orders and can reach any tile on the board.

Q9 · If the King is in a Holy City with Elias nearby, how many Grails can the King earn this turn?

One Grail per Holy City per turn. A Holy City yields at most 1 Grail per turn. Elias's Wise Counsel gives the King an extra order for commanding — not for earning a second Grail — so the King can earn his Grail with one order and still act with the other.

Q10 · If the Queen is in a Holy City, how many Grails can she earn this turn?

One Grail per Holy City per turn. The Queen can earn 1 Grail and spend the other order to command 1 unit to move or attack.

Q&A

Common questions for first-time players.

Q11 · Can pieces move through other pieces?

No — no matter friend or foe. Two exceptions: friendly pieces pass freely through a friendly Bastion (Allied Passage); Wayfarer may pass through other pieces, friendly or foe.

Q12 · What counts as “adjacent”, and how do diagonals count?

All 8 surrounding tiles are adjacent, and a diagonal step counts as 1 tile — for movement, order reach, walls, and every “within X tiles” power.

Q13 · Can a unit “move 0 tiles” just to change its facing?

Yes. A unit may turn after any move, including a 0-tile move — it still costs the order.

Q14 · Does the Archer’s shot fly over pieces standing in between?

Yes. The Parabolic Shot arcs over any piece in the path; only the target is hit. The one exception is an opponent Bastion, whose tower blocks the arrows

Q15 · Do the Levite’s calls cost an order?

No. The calls are always on wherever the Levite stands. Only his position matters.

Q16 · Is the Rider Raid retreat mandatory?

No, it’s optional. The rider may simply stay on the captured tile.

Q17 · Can a wall be attacked from behind?

Yes. Walls only stop attacks coming from beyond the wall line (or the Pikeman’s front column). Attacks from behind or the flank work normally.

Q18 · Does a Shield-Wall stop the Archer’s arcing shot?

Yes — the shields are raised overhead. Only the formation-breakers get through a Shield-Wall. (But arrows can shoot through Pike-Walls, obviously!)

Q19 · Does a Vanguard standing alone form a Shield-Wall?

No — Vanguard has the Protector Power only by standing side-by-side with another friendly unit. An isolated Vanguard loses the Protector Power (Stronger When Together).

Q20 · What happens when an Angel is under attack?

Angel’s Heavenly Glory powers don’t apply to herself. When an Angel is under attack, the Angel is captured and the Player appoints another unit within 3 tiles to inherit the Halo (1 self-order per turn), but no Grail is gained. When an Angel swaps herself to save a unit within 1 tile, the Halo is gifted, but no Grail is gained.

If the Prophet revives the Angel, no Halo is gifted and no Grail is gained.

Q&A

Common questions for first-time players.

Q21 · Two Royal units each stand in a different Holy City. Can I earn 2 Grails this turn?

Yes. Each Holy City yields at most 1 Grail per turn, so two cities can yield two.

Q22 · Can I earn a Grail while enemy pieces surround the Holy City?

Yes — nearby enemies don't block the blessing. Standing on the Holy City tile and spending the order is all that matters.

Q23 · How many pieces can I recruit in one turn?

Any number, at any point during your turn — as long as you pay each cost, a spare copy waits in reserve, and your rearmost row has empty tiles.

Q24 · When I spend Grails, do the tokens return to the supply?

Yes. The 12 tokens are a shared supply, and spent Grails can be earned again.

Q25 · Does a Crimson Siege cost 3 orders?

Yes: **three melee attacks by three distinct units in the same turn, so three orders.** The first two attacker units are consumed; the third unit captures the Bastion and takes its tile. A Crimson Siege must mobilize 3 distinct melee units to be effective.

Q26 · Is there a way to take a fortified Bastion without a Crimson Siege?

Yes. Stand the Levite within 1 tile: Jericho's Call deactivates the Fortification-Wall, and one melee attack captures the Bastion. The Bastion cannot strike back, so the Levite stands beside it in safety.

Q27 · Must the Templar or Paladin act twice when ordered?

No — acting twice is a choice. Act once and they stay on the board. Choose twice, and they are sacrificed after the second action; the two actions can be any mix, even two attacks.

Q28 · Can the Wayfarer attack first and then move?

No. Force of the Way is always move first, then attack — all on one order.

Walk the Way and then Be with the Force. (*This is the Way and May the Force be with You*)

Q29 · When the Heir is crowned, does he become a full King?

Yes — he gains everything the King had: order-anywhere reach and Unbowed King (as a Royal he already earns Grails). He loses Prince's Encouragement power.

Q30 · Can the Prophet revive a self-sacrificed Templar/Paladin or Crimson Siege unit?

Yes. The Prophet may revive any unit removed within 3 tiles — captured, consumed, or self-sacrificed — once per round, if he still holds his quota.

Q&A

Common questions for first-time players.

Q31 · Can the Prophet revive a captured King?

Yes. Divine Protection applies to every friendly unit — even the King (once per round per Prophet). The battle is decided only after the revival chance has passed.

Q32 · My King falls while my Heir waits in reserve. Is the Heir crowned?

No. Succession needs an Heir alive on the board. With no on-board Heir — and no revival — the Kingdom falls and the battle is lost.

Q33 · Does a Halo unit still take orders from my Royals?

Yes. The Halo only adds: one free self-order per turn that costs no Royal order. The unit may still be ordered by a Royal instead — but each piece acts on one order per turn (Q3).

Q34 · Do consumed or self-sacrificed units count as “captured”?

No. **Captured means removed by the opponent.** Units consumed in a Crimson Siege or given in the Templar’s and Paladin’s double act trigger **no opponent Maiden bonus**. But Angel’s Heavenly Glory, and Prophet’s Revival may still apply. all removed pieces (captured, consumed, sacrificed) return to the owner’s reserve and may be recruited again.

Q35 · Whom can the Princess charm?

Any opponent unit within 3 tiles except the King — even the Queen, the Heir, or the Angel (she refuses orders only from her own Royals). Her player chooses the movement path and the unit’s final facing.

Q36 · After the Lancer captures two units in one charge, where does he stand?

On the second unit’s tile — the charge ends where it strikes last.

Q37 · Can I earn a Grail when all 12 tokens are already held?

No. The 12 tokens are the whole supply. When none remain, no Grail can be earned until tokens are spent back to the supply.

Q38 · Which row do recruits arrive on?

Your rearmost row — the last row, closest to you — on empty tiles.

Q39 · Can the Royals inherit the Halo Ring?

Yes. Any friendly unit standing within 3 tiles of the captured Angel may be chosen — Royals included. The Halo grants its one self-order per turn all the same.

Q40 · Can any unit accumulate more than ONE Halo token?

No. Each unit can have maximum ONE Halo token.

Win, Loss & Draws

How a game of Covenant Chess^(TM) ends.

♦ **Victory**

Capture the enemy King. If no Heir stands on the board, the Kingdom falls and you win — decided only after every revival and rescue window has passed.

♦ **Succession**

If an on-board Heir survives the King's capture, he is instantly crowned a full King: a physical swap — the King figure replaces the Heir, and the freed Heir figure returns to reserve to be recruited again. The battle goes on.

♦ **A King Consumed in a Crimson Siege**

The King dies like any consumed piece (the Prophet's revival window applies first). An on-board Heir is then crowned; with no Heir, the opponent wins.

♦ **Draw by Agreement**

The two players may agree to a draw at any time.

♦ **Draw by Stalemate (50 Rounds)**

The game is automatically drawn after 50 full rounds in which no piece is removed and none recruited. Any capture or new recruit resets the count; earning a Grail does not.