

Klin Zha



An Introduction

This document is a non-rigorous treatment of Klin Zha. It is not intended to replace the laws, and if there is an instance where this document and the Laws disagree, the Laws are correct and this document will be corrected. No disagreements between the two are known at this time.

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## Preface

This manual covers the flat board subset only, and does not cover three dimensional or the live battle versions of Klin Zha.

The Laws of Klin Zha are the absolute authority on the subject; this manual is an attempt to provide a more readable description. Should any differences between this manual and the Laws be found, this manual is in error and will be corrected.

## Object of the Game:

The object of Klin Zha is to capture the opponent's Goal or immobilize the opponent's warriors.

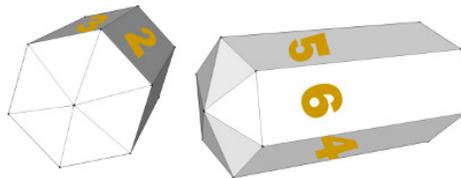
## Requirements

In order to conduct a Klin Zha battle, you will need:

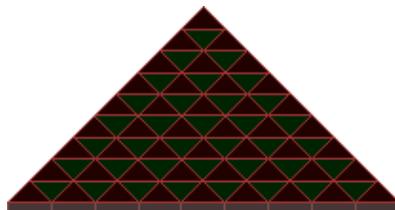
- 1) An opponent. This will be the individual you try to defeat (who is also trying to defeat you)!



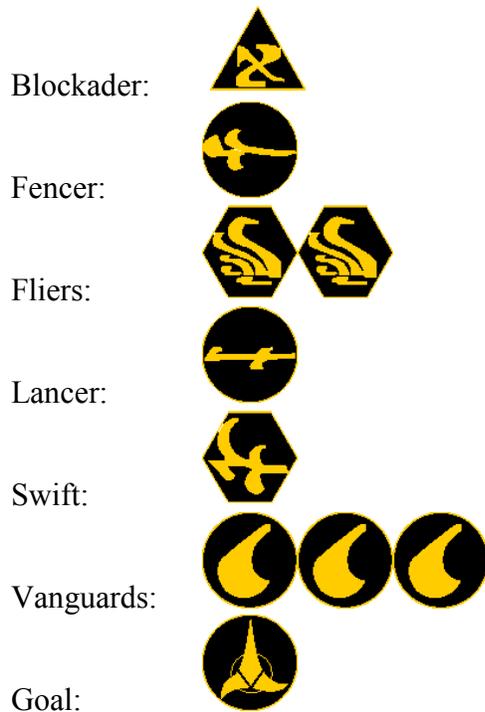
- 2) Two Spindles (or dice, a coin, etc. anything to randomly determine the first player).



- 3) The Klin Zha board  
The board is composed of eighty-one small triangles combined to form a single large triangle. Movement occurs between the sides of the triangles, never the points.



4) Two sets of warriors and Goal, one set in Gold (shown) and an identical set in Green.



At the start, all warriors are off the board. Place the board so that it can easily be reached by you and your opponent.

If you are using a clock to limit the time allowed for the moves, make sure it is in easy reach of you and your opponent as well.

## Setting up the Battle

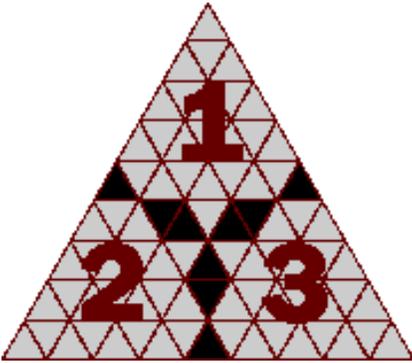
The spindles are cast, dice thrown, coin flipped, etc. For the spindle cast, either you or your opponent cast both spindles, less than seven loses, greater than seven wins, seven is a tie and the other player will cast (alternating until somebody gets something other than seven). The winner of whichever random event is performed **has the option**, which means they may choose to go first, last, or allow their opponent to choose.

### *Note:*

There is a slight advantage to going last, therefore an honorable Klingon would never simply take this advantage (it would be perceived that he needs the advantage to win); similarly, he would not insult his opponent without cause by choosing to go first, forcing his opponent to have the advantage. An honorable Klingon would always grant the option of choosing to the opponent.

Likewise, an honorable Klingon who has been granted the option would not simply take second placement (this would show weakness before the opponent); an honorable Klingon granted the option would always take first placement.

Once the starting player has been determined, this player will select a color (Green or Gold) and a region of the board:

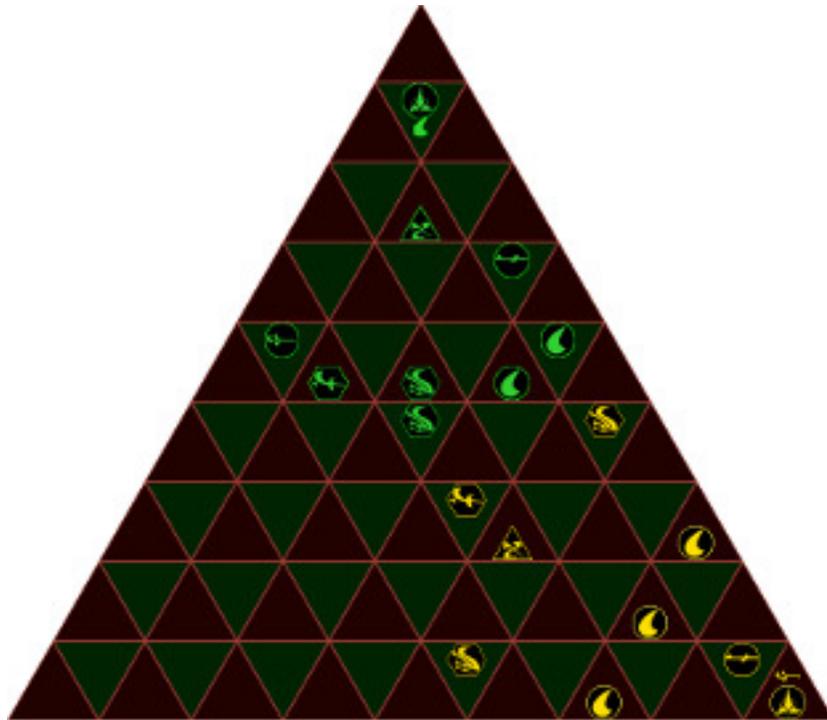


The dark cells in the board here are not part of any region. Regions are referenced as [1] North/Top, [2] West/Left, and [3] East/Right. There is no clear convention.

At this point, the player who has first placement will place all of the warriors of the chosen color on the board in the selected region.

Next, the player who did not get first placement will do the same in either of the remaining regions (both players cannot set up in the same region).

The Goals are now placed; the first player places the Goal with one of the pieces already on the board that is allowed to carry the Goal (any Vanguard, Lancer, or Fencer where the Blockader is not in a neighboring cell); then the second player does likewise. This completes the setup phase of the game.

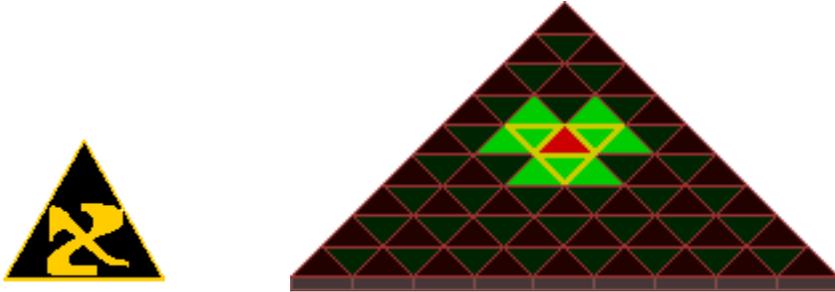


A sample setup

## Conducting the Battle: Movement

The player that placed first moves first. Each piece has its own rule for movement. These are:

### ***The Blockader***



The symbol to the left is the symbol for the Blockader. If your set is using stamp pieces, the symbol is likely printed on the stamp

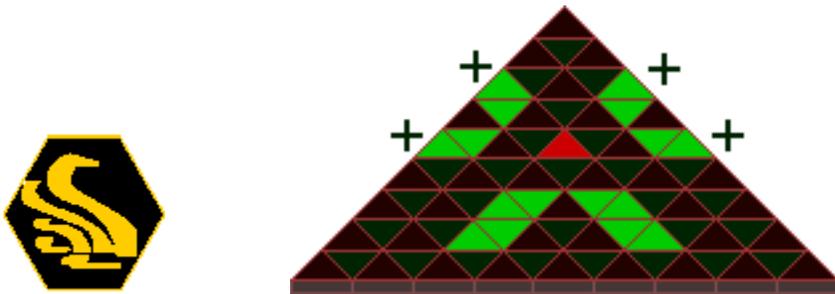
The Blockader moves one or two triangles in a straight line. In the picture above, a Blockader on the red triangle could move to any of the green triangles. When on the red triangle, the Blockader is protecting the three neighboring triangles (shown with a yellow outline). Any warrior on these protected triangles cannot be killed. This area is called the 'Zone of Control' (ZOC).

The Blockader cannot end its move with any Goals or enemy warriors in its ZOC, nor can the enemy ZOC overlap yours.

The Blockader cannot kill anything, nor can it be killed, but it can capture an abandoned Goal.

Enemy warriors cannot pass through the ZOC during a move.

### ***The Flier***



Each squad of warriors starts with two Fliers.

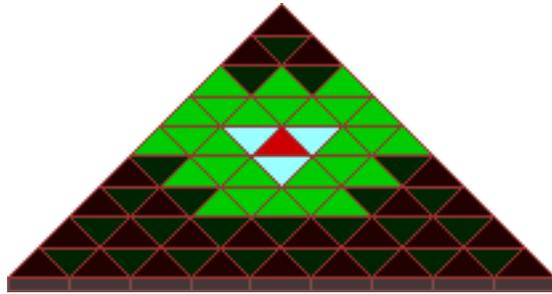
A Flier moves three, four, five, or six triangles from its current location in a straight line. Although it may land on an unoccupied Goal, it cannot transport it.

A Flier on the red colored cell in the picture above could move to any green colored cell. If the board were larger, the paths with a '+' would have two additional destination points; there is no triangle on the standard sized board that allows the Flier complete movement.

Unlike the other warriors, the Flier is not blocked by warriors in the path to its destination (as it flies over them, hence the name), but is subject to the same limitations as other warriors when it comes to landing. For example, the Flier can fly over the enemy Blockader's ZOC but cannot land in it. It can also fly over its own warriors.

The Flier's aerial ability makes it a match for the Blockader; the other warriors must go around, but the Flier can go over. However, the Flier's shortest move is three triangles, so maneuvering it on a limited battlefield can be challenging.

## The Swift



The Swift moves two, three, or four triangles from its current location in any direction.

A Swift on the red colored triangle in the picture above could move to any green colored triangle.

To move to a triangle, the entire path from the red triangle must be open (including the light blue triangles in the path).

Several destinations have multiple paths, so if one path is blocked but the other is open, the move is still available.

In the course of a single move, any triangle in the move can only be used once (no backtracking).

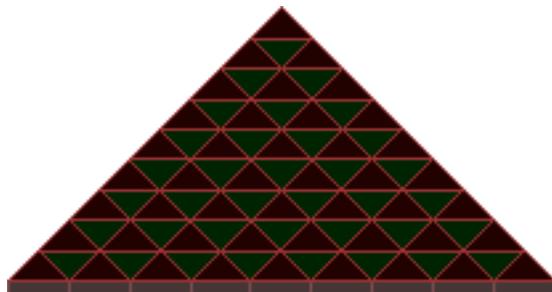
An interesting point to note is that there is no way for the Swift to move a single triangle, so an enemy warrior on a neighboring triangle is safe!

**Note:** None of the warriors listed above are allowed to carry the Goal, but the remainder of the warriors can do so. In the setup of the board, the Goal is placed with a carrier warrior.

To have a different warrior possess the Goal, the current carrier has to move away from the Goal (leaving it by itself on the triangle), and then the warrior you want to possess the Goal must move to that triangle on a later turn. A Goal that is not being carried is referred to as 'abandoned'.

It is not good to leave a Goal abandoned for too long.

## The Goal

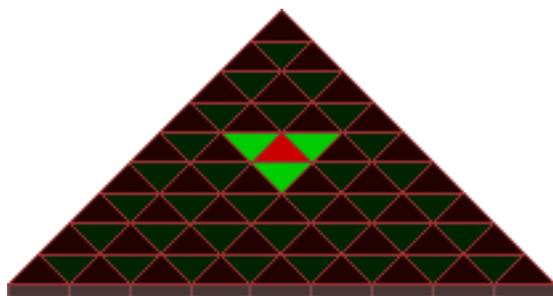


This is not a misprint, the Goal has no move of its own; it depends entirely on a Carrier Warrior to move it.

It is the non-warrior piece of the squad. The Goal represents the life force of the team; if your Goal is captured, you have lost.

Carrier pieces must carry the goal for the entire move; dropping the Goal or picking up the Goal in transit is not permitted.

## ***The Vanguard***



Each squad starts with three Vanguards

The Vanguards move one triangle and may carry the Goal.

The Vanguard has very limited movement; a Vanguard on the red colored triangle in the picture above could move to any one of the green triangles.

Vanguards have no redeeming quality except that you have three of them. They are very good at getting in the way (of both ally and enemy warriors). In the Klin Zha dictionary (if there were such a thing) the entry for Vanguard would read “see: expendable”.

## ***The Lancer***

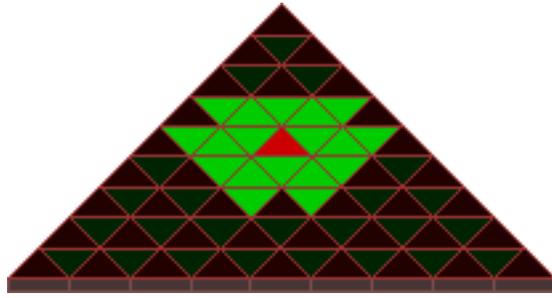


The Lancer moves one, two, or three triangles in a straight line and may carry the Goal.

From the red triangle in the picture above the Lancer could move to any of the green triangles.

This is a good candidate for carrying the Goal, as it can escape danger more quickly than the Vanguard.

## The Fencer



The Fencer moves one, two, or three triangles in any direction and may carry the Goal.

A Fencer on the red colored triangle in the picture above could move to any of the green colored triangles. As with the Swift, there is no backtracking (in the course of a single move, each triangle in the move can only be used once).

The Fencer is definitely more maneuverable than the other warriors, although both the Swift and Flier have greater ranges, neither can carry the Goal, and neither of them can move a single triangle.

The Fencer is considered the leader of the warriors; however this has no bearing on the conduct of the battle. Losing a Fencer in the course of the battle is not devastating in and of itself (unless the Fencer happens to be carrying the Goal at the time). Considering the Fencer as leader is merely a tradition carried over from the battle conducted with living warriors (Klin Zha kinte).

## Conducting the Battle: Proceeding to Victory

The battle takes place with each player selecting a warrior and moving in turn, until a player either captures the Goal or eliminates any possibility of movement from the opponent.

Unlike many games where the players have to communicate with phrases such as ‘hit me’, ‘check’, ‘pass’, etc. Klin Zha can be played in stony silence with one exception: the victorious player states

**Zha riest'n, teskas tal'tai-kleon**

Translation: ‘A pleasant game, my compliments to a worthy opponent’. This announcement is always made in Klingon.

**Note:** The laws are specific that if the Goal is in a position where the enemy can capture it, it **must** be moved to safety; however the laws do not say you **must** correct an opponent’s oversight. You have to decide if there is honor in this kind of victory.

On the other hand, if the opponent is constantly leaving the Goal threatened such a victory could be considered a ‘mercy kill’!

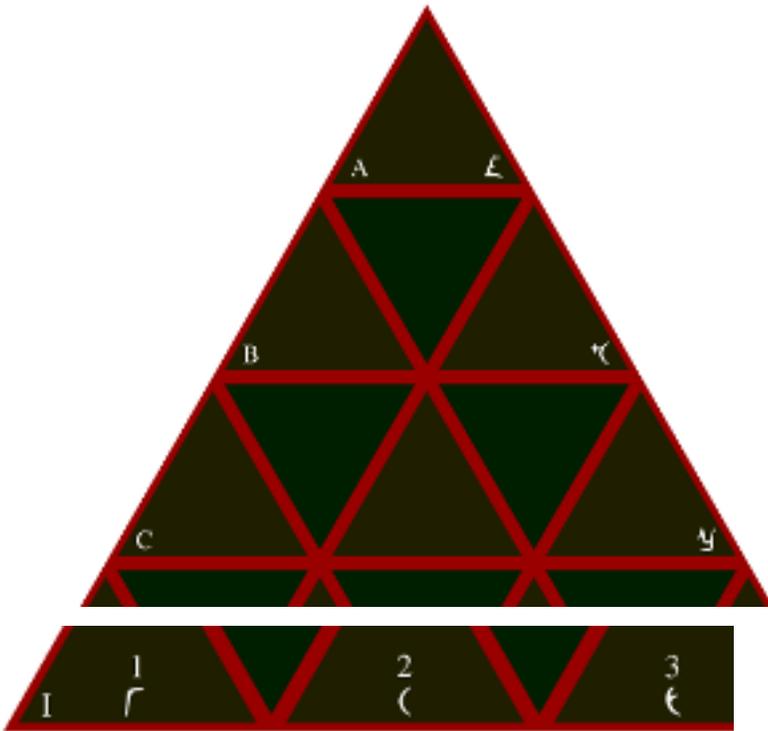
## Describing a Battle

In order to describe a battle in progress, we need a means to note a move. To identify the warrior moving, we use a single letter for the pieces (L = Lancer, S = Swift, etc). To distinguish between the Flier and the Fencer, we use Fl and Fe.

To identify a Cell on the board, we use Geometric Notation; this is based on the geometry of the triangle to describe each point on the board uniquely; it has three portions:

- 1) The row of the point (A – I)
- 2) The obtuse diagonal of the point (1 – 9)
- 3) The acute diagonal of the point (1 – 9)

Listed in turn, these will describe all the points on the board. A full chart is provided later.

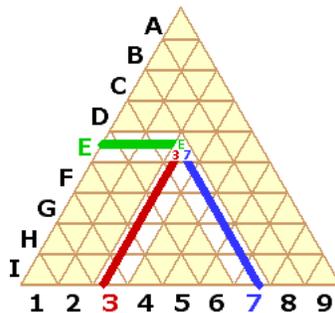


The board itself has the labels on the edge (these labels are in Klingon; however, the translation has been added as well).

Here is an image showing the top of the board; note the characters on the left edge identify the rows 'A', 'B', and 'C'.

Here is the bottom corner of the same board (row I); note the characters on the bottom identify the diagonals '1', '2', and '3'.

Here is an example identifying point E37. The row (E) is in green, obtuse diagonal (3) is in red, and the acute diagonal (7) is in blue:



We can identify a warrior and a location, so now we can describe a battle. Here's how to write out the moves:

We want to be able to see what is going on in a game as much as possible by reading the move list, so the moves are more descriptive than necessary.

The moves are listed in two columns. The left column is Gold, the right is Green. The moves for first placement will be listed in the order placed as a single turn:

Gold	Green
	B E37 Fl D16 Fl D49 ...
V H12 V I22 V H24 ...	

After the setup is completed, each turn will be listed in the appropriate column:

	G L@D28
G Fe@I11	

Notice the last two turns show a placement as Goal to Lancer at D28; this shows the Goal placement and which carrier was selected.

It is not necessary to show the carrier selected (that can be determined by the triangle it is placed in), but specifying it in the move makes it easier to follow the game if the pieces are shown as well (sometimes a board isn't readily available).

There are four types of moves in the battle portion:

**Fl@I44 F14**

Flier at I44 moves to F14. This is a normal move.

**S@E26 x Fl@F14**

Swift at E26 captures the Flier at F14. This is a capture.

**FeG@I11 I33**

Moving Fencer and Goal from I11 to I33.

**L-@D28 C17**

Moving Lancer from D28 to C17 **and abandoning the Goal (-)**

**V@I34 x FeG@I33**

Vanguard at I34 takes Fencer and Goal at I33. Battle over.

## A Sample Battle

The Klin Zha players have come together; the owner of the set provides the courtesy of casting the spindles to his opponent.

The opponent casts a nine, and can choose to go first, last, or grant the option.

The opponent grants the option, and the owner opts to place first

The owner selects the Gold pieces and the West region (2 on the diagram shown earlier). Henceforth the Opponents will be referred to as 'Gold' and 'Green'.

**Note:**

When placing first, the layout should be symmetrical; if not, there will be an advantage for the second placement to choose one region or the other, and the game will start out with you being attacked on your weaker side. This is not a requirement, but a suggestion. Ignore it at your own risk!

First placement goes as follows:

Gold	Green
B G35	
S G36	
V H23	
V I33	
V G13	
Fe I11	
L H24	
Fl I44	
Fl G14	

In this setup, the layout is symmetrical (as was recommended earlier), the Fliers each have a reach into the remaining regions (I44 reaching east and G14 reaching north), and the very mobile Swift has been given a position towards the center so it can strike swiftly, but is initially in the Blockader's Zone of Control so that immediate attacks aren't a concern.

The Blockader itself has been positioned so that it can guard a passageway to either of the other regions quickly (a move to F25 protects an area of the passage to the north, or to I45 to protect an area of passage to the east).

The five carriers have been positioned away from the center so the Goal is afforded some protection. Now for second placement:

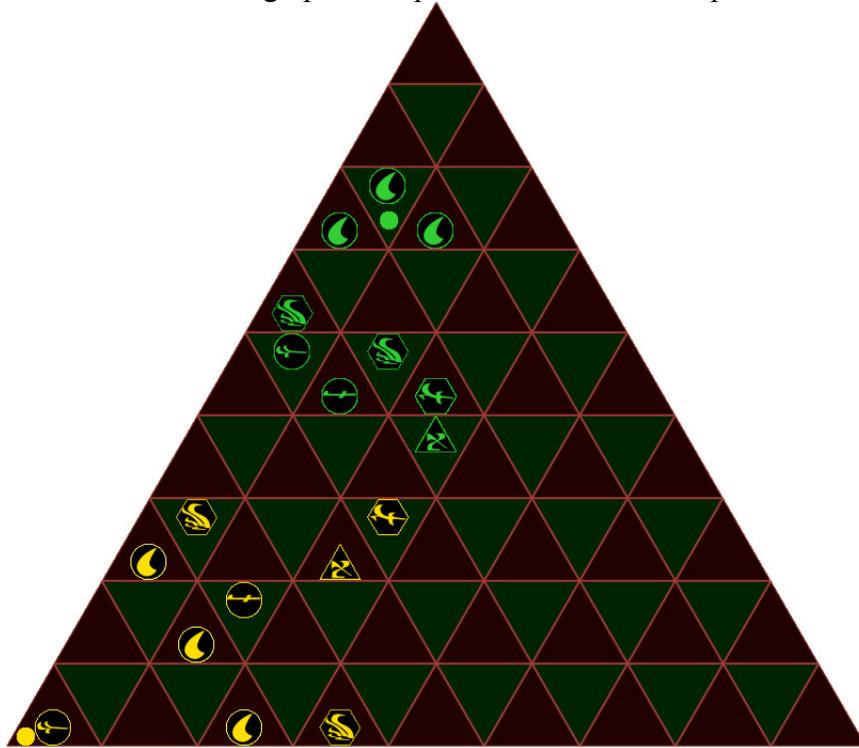
Gold	Green
	B F37
	S E37
	L E26
	Fe E16
	Fl E27
	Fl D16
	V C28
	V C17
	V C18

Finally, the Goals:

Gold	Green
G Fe@I11	G V@C18

Note that placement two is NOT symmetrical; it shouldn't be, Green knows exactly what region Gold is in, and where the warriors are positioned! The second placement is tailored to the first placement layout.

Here is a graphical representation of the setup:



It is now Gold's turn. We can see that:

The green Blockader has effectively immobilized the gold Swift (it can only move away from the action)

There is a gold Vanguard threatened by a green Flier that has no protection (it is also threatening the gold Flier in front of the Vanguard, but that Flier is protected). Worse, the Flier is directly attacking the Goal once it takes the Vanguard. We can move the Blockader, or capture the Flier:

Gold	Green
Fl@G14 x Fl@D16	Fe@E16 x Fl@D16

The green response was forced; if the Flier was not captured in reply, the next move would have been for the Gold Flyer @ D16 to capture the green Goal at C18 (and end the game).

The gold player looks over the board after the exchange, and nothing is threatened at this time (and no obvious threats are looming). We opt to move a Vanguard (otherwise they'll never get into the fray because they move so slowly):

Gold	Green
V@G13 G14	S@E37 F48

Green is in the same situation, but rather than a slow Vanguard move, the Swift is brought out; as it is, the Swift has no value in the game because it can't advance with the other pieces in the way, so it is moving away from the fray (undoubtedly intending to come back in a few turns):

The green Swift would be threatening the gold Swift, except the gold Blockader is still protecting it, Gold can ignore the threat as long as the Blockader is not moving...

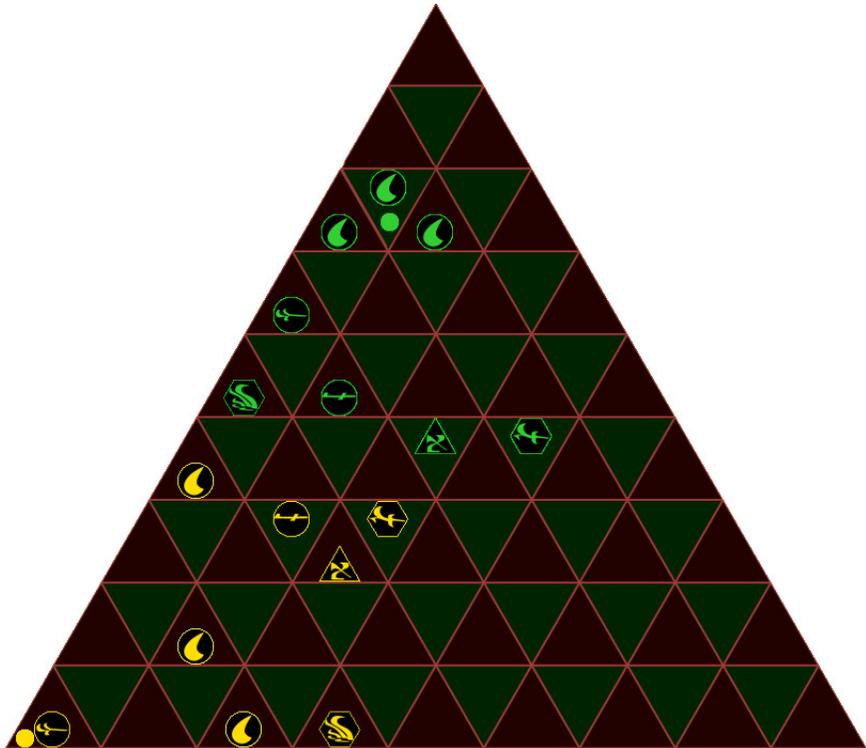
Gold	Green
V@G14 F14	Fl@E27 E15

Gold's move opens up the diagonal with the Flier to come in at G14 from I44. The Vanguard will protect the Flier from enemy warriors (except an enemy Flier).

Same argument for Green, moving in on the Goal; of the spaces the Flier can reach from there, three threaten the gold Goal. Gold needs to make sure there is an answer for the Flier moving to any of those three. Currently, one is not protected (G13).

Gold	Green
L@H24 G25	Pausing for display

Not only is the Goal protected now, but the green Flier itself is threatened!



Here's a snapshot of the current state of the battle. Green to move.

Gold	Green
	Fl@E15 D17

Clearly, green does not want to lose the Flier. Gold pushes the attack.

Gold	Green
Fl@I44 G14	Fl@ED17 F14

Gold has left a Vanguard vulnerable. The gold Flier was protecting it, but now it's too close (Fliers cannot move a single triangle).

Now gold's Goal is threatened. Not much option here, the Goal has to be moved out of jeopardy.

Gold	Green
FeG@I11 I22	S@F48 G46

Gold gets the Goal to safety.

Green can't move the Flier to anywhere useful, but it's not under attack, so bring in the Swift to attack as well.

Gold	Green
L@G25 x L@E26	Fe@D16 x L@E26

Gold decides the Lancer is not useful. Today is a good day to die...

Normally, an even trade when you have less material is not good, but this does open up the way for the Blockader to move to a more strategic location. Whether that is enough justification for the trade remains to be seen.

Gold repositions the Blockader to allow the Swift some freedom of movement. Also, the current position of the Blockader will allow movement to the edge so that the flier can get in range to attack the green Goal. As it stands, green has no response to the threat, and no threat of his own. The Goal is moved to gain some flexibility

Gold	Green
B@G35 F25	VG@C18 B18

Gold moves the Blockader to the edge to allow the Flier's attack to proceed.

Green moves the Goal to get away from the Flier's path. Vanguards can be slow...

Gold	Green
B@F25 E15	VG@B18 B19

Once the gold Flier is in place, the Goal will have no escape; the Goal needs to move so that it can get out of the Flier's line of sight

Gold	Green
Fl@G14 x S@G46	Fe@E26 x S@G36

Look! An unprotected Green Swift!

Look! An unprotected Gold Swift!

Gold	Green
Fl@G46 E16	VG@B19 B29

Direct attack on the Goal now

Move out of jeopardy. Good thing the last two moves prepared for the attack or the battle would be over.

Gold	Green
Fl@E16 x Fl@F14	Fe@G36 G24

Look! An unprotected Flier!

Not much hope for green now

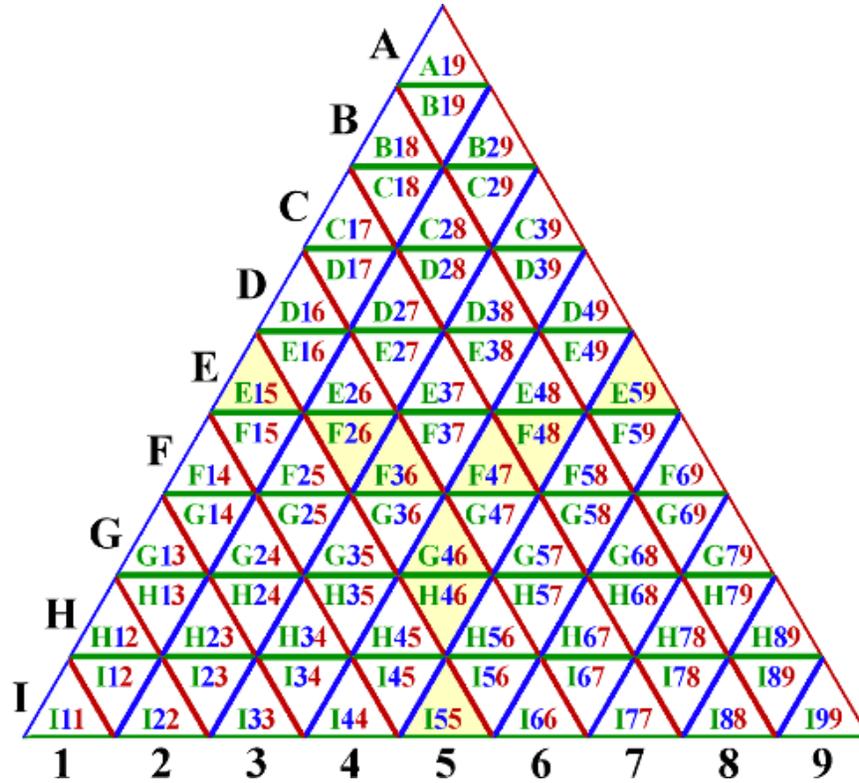
Here's the end of the battle, no need for comment here – Gold is 'wiping up' the last remnants of Green's hope for victory...

Gold	Green
FL@F14 x V@C17	B@F37 G36
Fl@C17 E27	VG@B29 B19
Fl@E27 x Fe@G24	B@G36 F37
FeG@I22 H13	B@F37 E27
FeG@H13 F14	V@C28 D28
B@E15 D16	V@D28 D27
B@D16 C17	VG@B19 B29
FeG@F14 E16	VG@B29 C29
Fl@G24 F26	VG@C29 C39
B@C17 C28	VG@C39 D39
Fl@F26 F59	VG@D39 D38
Fl@F59 F36	

The green Goal cannot evade capture now, the battle is over.

**Gold: Zha riest'n, teskas tal'tai-kleon**

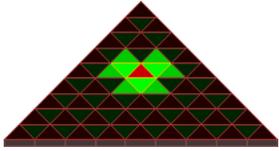
## Cheat Sheet 1: Board Coordinates and Regions



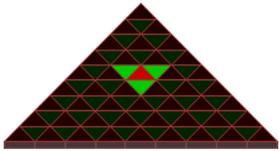
This diagram shows the board coordinates, as well as the regions on the board (the shaded triangles separate one region from another, and are not used for setup in the standard laws of Klin Zha).

The edges of the triangles above are color coded to show the rows, obtuse and acute diagonal references for the individual triangles, and each triangle has a matching color coded label indicating its designation.

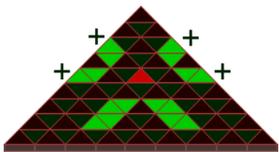
## Cheat Sheet 2: Warrior Movement



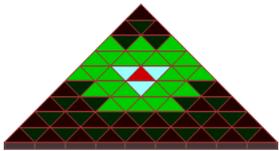
Blockader



Vanguard



Flier



Swift



Fencer



Lancer

