

# Laws of Klin Zha



This document is the sum total of knowledge regarding the Laws of the Klin Zha as detailed on numerous websites, several 'Agonizer' magazine articles and the 1992 supplement, and created from the description of Klin Zha in The Final Reflection by John M. Ford, and has been reviewed by several individuals and groups interested in the perpetuation of Klin Zha.

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The Laws of Klin Zha cover over the board and online play.  
The English text is the original version of the Laws of Klin Zha

## **Preface**

The Laws of Klin Zha cannot cover all possible situations that may arise during a battle, nor can they regulate all administrative questions. Where cases are not precisely regulated by an Article of the Laws, it should be possible to reach a correct decision by studying analogous situations which are discussed in the Laws. For the tournament policies, the Laws assume that arbiters have the necessary competence, sound judgment, absolute objectivity, and complete authority to render a decision. Too detailed a rule might deprive the arbiter of freedom of judgment and thus prevent finding the solution dictated by fairness, logic and special factors. We appeal to all Klin Zha combatants and organizations to accept this view.

An organization is free to introduce more detailed rules as long as they:

- do not conflict in any way with the Laws of Klin Zha, and
- are limited to the territory of the organization concerned, and
- are not imposed for any match, championship, qualifying event, title, or rating tournament above the scope of the hosting organization (for example, a galactic title match would not have rules added by an individual planetary organization).

Klin Zha instructs the warrior in the disciplines of leadership and strategy. In Klin Zha, victory on the Klin Zha battlefield is the goal. But if there is no honor in the victory, the victory is meaningless. True warriors do not cower in safety waiting for the battle; they rush into the battlefield to dispatch their enemies.

<b>Today is a good day to die</b>
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is a phrase often heard among warriors about to engage in battle. This encompasses the philosophy of the warrior, and should provide a guide towards the philosophy that should be taken with Klin Zha.

# Basic Rules of Play

## **Article 1 : The nature and objectives of Klin Zha**

### *1.1 Description*

Klin Zha battles are conducted between combatants who move their warriors alternately on a triangular battlefield called a ‘Klin Zha board’, or ‘Grand Triangle’.



This is an image of a typical Klin Zha battlefield (flat). The battlefield is composed of eighty-one individual cells.

Each Combatant starts the battle with a squad of nine warriors, a Goal, and a spindle. The spindle is a six sided object with each side numbered. In the standard battle, the combatant casts a spindle at the start of the battle to determine first placement; otherwise they are not used.

Combatants command their squad one command at a time in turn. A combatant is said to ‘have command’ after the opponent’s command has been ‘executed’.

### *1.2 Object of the battle*

The goal of each combatant is to capture the enemy Goal, or to force the enemy into a position where they have command but nothing they can execute.

Rules currently in circulation have a variation called ‘A fool and his head are soon parted’. This is not as much a variation as a justification of behavior. The rules state that you may not move in a way that jeopardizes your goal, and if you have no move that meets that criterion the game is over; however, the rules do not state that you must correct such a move when made by your opponent. Whether there is honor in defeating an opponent because of an oversight is a decision you must make for yourself, it could be a time saver if the opponent is particularly unskilled, or perhaps if you’ve made several corrections already it could be considered a ‘mercy kill’.

### *1.3 Conditions of a draw*

If the position and forces remaining in the battle is such that neither combatant can conquer the other, the battle is drawn. This would be by combatant agreement or by arbiter decree. Normally, there is no draw in Klin Zha, however common sense must prevail; if neither player has the skill to enforce a win, a draw is the only remaining option.

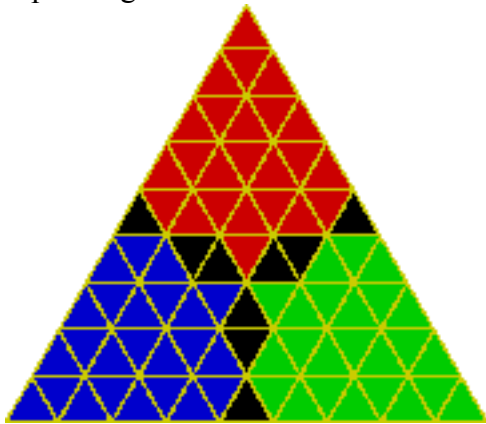
## Article 2 : *The initial setup*

### 2.1 *Battlefield Setup Regions*

An imaginary line drawn from the midpoint of each side of the grand triangle to the center defines the borders of three regions of twenty-four triangles each.

### 2.2 *Battlefield Setup Borders*

The nine triangles that contain the line are not part of any region; they serve as a border separating them.



In this illustration, the board has been colored to show the regions. There is no relationship between the colors chosen here and the color of the pieces that are played in a region; any color can place in any region available.

The black triangles in this illustration are the separators; they are not used in normal placement (but can be moved to after placement concludes).

### 2.3 *Starting the Battle*

At the start of the battle, the board is empty. Each combatant will cast a spindle, recasting in the event of a tie. The combatant with the higher value is said to 'have the option', and can choose to place first, last, or grant the enemy the option who will then choose to place first or last (he cannot grant the option back to the one who has already granted it, basically refusing the grant).

#### **A note about honor:**

An honorable Klingon, upon winning the spindle toss, would **never** simply take the advantage of second placement, nor would they insult their opponent by assuming they could win even if they took first placement; the honorable Klingon would grant his opponent the option of deciding.

Likewise, an honorable Klingon who has been granted the option of deciding would not grab the advantage of second placement after so graciously being granted the option, he would take first placement to show that he needs no advantage in order to win.

Finally, an honorable Klingon would not want to win from an opponent's oversight (such as leaving the Goal in jeopardy or a setup that has the Goal threatened before the battle even begins), however if the opponent is not at the same level, a quick dispatch may be the right thing to do.

### 2.4 *Initial Selection*

Placement is initiated by the combatant who has been deemed to place first per article 2.3. This combatant will select a color to place, and an empty region in which to place them (for first placement all regions are empty).



## 2.5 Initial Placement

Once a color and region have been selected, the nine warriors of the selected color will be placed in the region by the combatant placing first; then the other combatant will do likewise in one of the remaining empty regions.

## 2.6 Goal Placement

After the combatants have placed their warriors, the combatant placing first will then place the Goal with one of the carrier warriors, and then the other combatant will do the same.

## 2.7 After Setup is completed

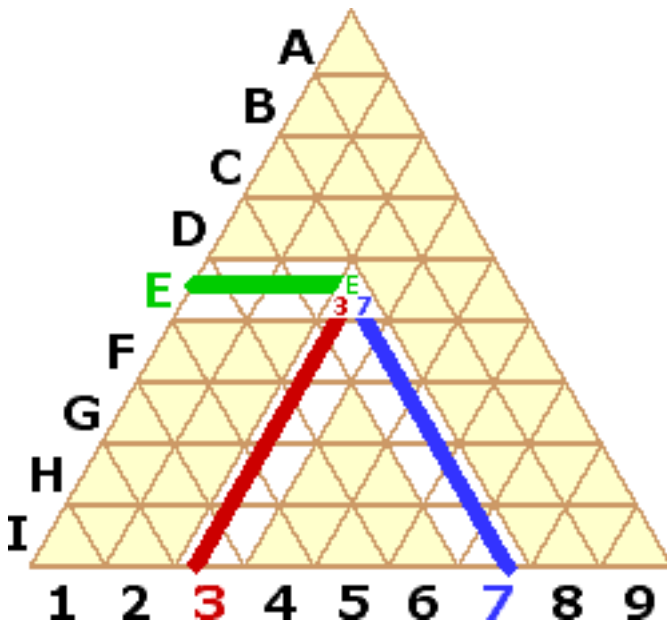
After the Goals have been placed, the combatants will alternate moving their warriors, starting with the combatant that placed first. Movement may occur beyond the borders of the region.

## 2.8 Carrier Warriors

Of the warrior pieces, the Fencer, Lancer, and Vanguard have the special distinction of being 'Carriers' as well as Warriors. Carrier Warriors can transport the Goal.

## 2.9 Board Notation

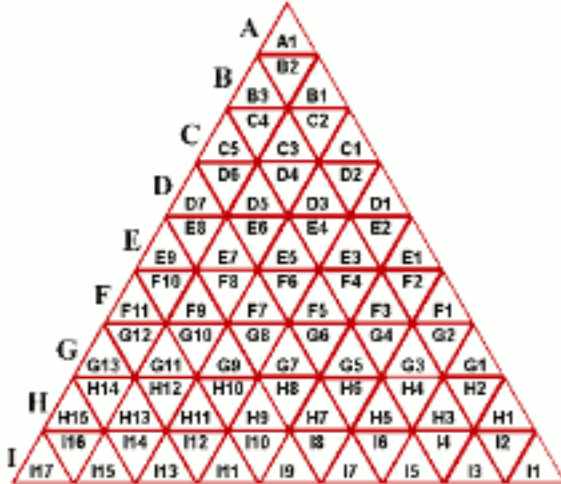
For geometric notation, the individual triangles on the board are referenced by the row (the horizontal lines of triangles), first diagonal (the diagonal lines proceeding from the bottom of the triangle up to the right), and second diagonal (the diagonal lines proceeding up from the bottom to the left) in that order.



In this image, triangle E37 has been labeled with a color coded label and lines and labels shown to explain the identification of a triangle in the geometric notation; the green (1<sup>st</sup>) 'E' is the row (A-I), the red (2<sup>nd</sup>) '3' is the first diagonal, and the blue (3<sup>rd</sup>) '7' is the second diagonal. There is a full sized color coded board in Appendix A : .

## 2.10 Board Notation (Descriptive)

For descriptive notation, the level reference is the same but the rows are referenced from the perspective of the combatant with first placement (the row with the point closest to the combatant being 'A') and the triangles within that row are numbered left to right (from the same vantage point) starting with 1. In the example below, the combatant with first placement is sitting in front of the top point of the board.



Descriptive notation and Geometric notation agree with regard to the designation of the rows, but use different methods for calculating the individual triangles. The board shown here has been labeled in every triangle to show the mechanics of descriptive notation.

The mechanics of the descriptive notation are much simpler, but the geometric notation is in wider use. For tournament records, it will be up to the tournament sponsors to select a notation for use (if any).

## 2.11 Warrior Descriptions

The pieces used to represent the Goal and Warriors are provided in a different color for each combatant (typically green and gold) as follows:

Name Style	Goal (1)	Fencer (1)	Lancer (1)	Swift (1)	Flier (2)	Vanguard (3)	Blockader (1)
Classic Symbol							
Authorized Symbol							

All of these pieces are considered Warriors except for the Goal.

## **Article 3 : Warrior Movements**

### **3.1 *Select a Warrior***

The combatant that has command selects a warrior under his command (that has not been killed) and moves it to a new location.

### **3.2 *Neighboring Triangle Limitation***

All moves are performed by moving from one triangle to a neighboring triangle, where a neighbor is any triangle that shares an edge. Point to point movement is **not** allowed.

### **3.3 *Ally move limitation***

It is not permitted to move a warrior to a triangle occupied by another warrior of the same color.

### **3.4 *Killing the Enemy***

If a warrior is moved to a triangle occupied by a different colored piece, that piece is killed and removed from the board and the move is ended at that triangle.

### **3.5 *Blockader Zone of Control (ZOC)***

Moving through the enemy Blockader's ZOC is not allowed.

### **3.6 *Goal Carrier Limitation***

If the warrior possesses the Goal, it cannot end its move in **any** Blockader's ZOC.

### **3.7 *Doubling Back Limitation***

Warriors are not permitted to move in such a way as to pass through the same triangle more than once in a single move (doubling back is not allowed).

### **3.8 *Overlapped ZOC Limitation***

Blockaders cannot end their move such that the zone of control overlaps the enemy Blockader's zone of control (in transit overlapping is permitted).

### **3.9 *Safety Advisory***

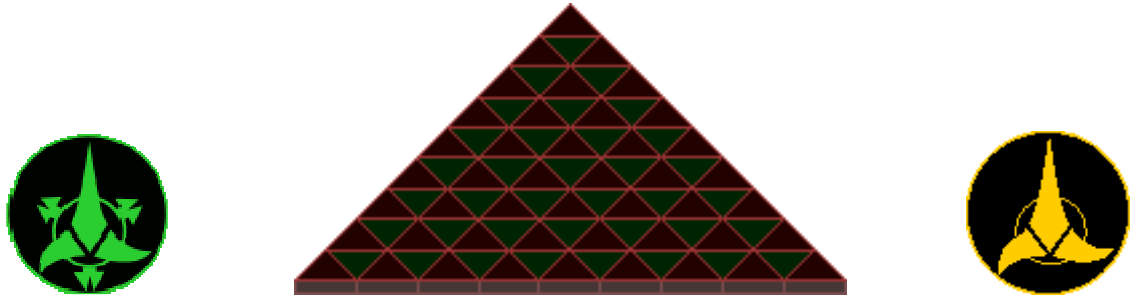
Warriors **should** not move in such a way as to endanger the Goal (although the enemy combatant is **not** obligated to correct the oversight).

### **3.10 *Ending the Turn***

After a combatant has moved a warrior, the other combatant(s) do likewise in turn. There is no passing allowed.

### 3.11 Warrior Descriptions

#### 3.11.1 The Goal (ngoQ)



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; it has no normal move. Carrier pieces can carry the goal as they move, for the entire move; dropping the Goal or picking up the Goal in transit is not permitted

#### 3.11.2 The Flier (puvwI')



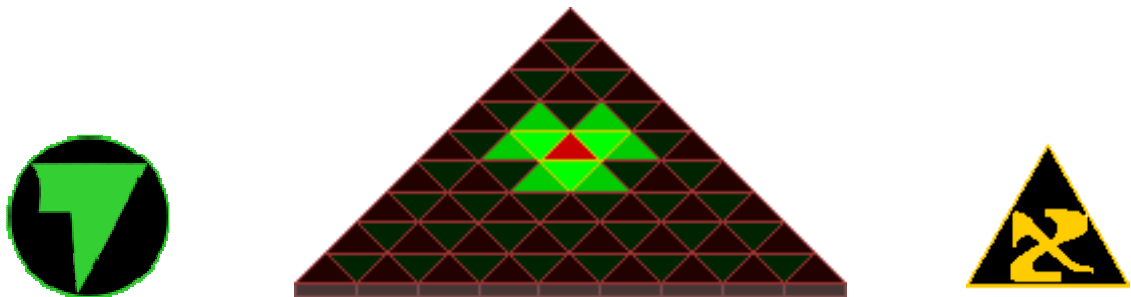
Each squad of warriors starts with two Fliers. The Fliers move three, four, five, or six triangles from its current location in a straight line. Although it may land on an unoccupied Goal, it cannot transport it. A Flier on the red colored cell in the picture above could move to any green colored cell (but not the light blue colored ones). If the board were larger, the paths with a '+' would have additional destination points; there is no cell on the board that allows the Flier complete movement; the paths with a '+' would move two more cells in that direction if the cells existed. Unlike the other warriors, the Flier is not blocked by warriors in the path to its destination, 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.

### 3.11.3 The Swift (qetwI')



The Swift moves two, three, or four triangles from its current location in any direction. Although it may land on an abandoned Goal, it cannot transport it. . A Swift on the red colored cell in the picture above could move to any green colored cell (but not the light blue colored ones).

### 3.11.4 The Blockader (botwI')



The Blockader moves one or two triangles in a straight line. The Blockader protects the neighboring triangles. This is known as the 'Zone Of Control' (ZOC). . A Blockader on the red colored cell in the picture above could move to any green colored cell. The three highlighted cells surrounding the Blockader indicate the Blockader's ZOC. The Blockader cannot end their move with any enemy warriors in the ZOC or with **any** Goals there. The Blockader cannot kill anything, but can capture an abandoned Goal.

### 3.11.5 The Vanguard ('avwI')



Each squad starts with three Vanguards. The Vanguards move one triangle and may carry the Goal. A Vanguard on the red colored cell in the picture above could move to any of the three green colored cells.

### 3.11.6 The Fencer (yanwI')



The Fencer moves one, two, or three triangles in any direction and may carry the Goal. A Vanguard on the red colored cell in the picture above could move to any of the three green colored cells.

### 3.11.7 The Lancer (ghIntaq yanwI')



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

## 3.12 *Victory Etiquette*

This is a Klingon creation, not a Terran one; unlike Terran pastimes which require the participants to utter phrases like ‘hit me’, ‘check’, etc., Klin Zha can be played in stony silence with a single exception: when the **battle** is over, the victor announces the win with the phrase

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

Translation: ‘A pleasant game, my compliments to a worthy opponent’

## **Article 4 : Mechanics of the battle**

### **4.1 Move Procedure**

Where possible, moves should be made with one hand only. Some set designs do not allow for the Goal and carrier to be moved together at one time, the combatant needs to make it clear to the enemy that the intent is to move both, for example moving the Goal first (if moving both simultaneously is not possible).

### **4.2 Adjustments**

A player may adjust the pieces on the board provided he announces the intention to do so.

### **4.3 Touch Rule**

Except as provided in Article 4.2, if the combatant having the move has deliberately touched on the battlefield:

- a) Any friendly warriors, the first warrior touched that can legally move must be moved.
- b) Any enemy warriors, the first warrior touched that can legally die must be killed.
- c) Both friendly and enemy warriors, the first friendly warrior touched that can legally kill an enemy that was touched must do so, using the earliest touched enemy possible.
- d) If none of the warriors touched can be moved or killed, any legal move is permitted.

### **4.4 Move Recall**

A move is final once the warrior has been released from the combatant's hand in a location that constitutes a legal move, there is no recall. If the move is not legal, Article 4.3 applies.

### **4.5 Kills**

A kill is final once the warrior has been released from the enemy's hand off the battlefield

### **4.6 Statute of Limitations**

Once the enemy touches a piece, any right to claim a violation of Article 4 : is forfeited.

## **Article 5 : Ending the Battle**

### **5.1 Victory**

The battle ends in victory when any of the following occur:

#### **5.1.1 Capture**

The enemy's Goal is captured in a legal move.

#### **5.1.2 Deadlock**

The enemy has command, but there is no legal move to make.

#### **5.1.3 Time**

The enemy's time has expired (where clocks are in use).

#### **5.1.4 Resignation**

The enemy resigns (not allowed normally, but can be explicitly permitted for clubs/tourneys).

### **5.2 Draw**

The battle is considered a draw as per Article 1.3.

## **Article 6 : The Clock**

### **6.1 Description**

The clock will have a display for each combatant, connected together such that only one of them runs at one time.

### **6.2 Term Usage**

In the Laws of Klin Zha, 'clock' refers to the display for a clock that has been assigned to a combatant. Each of these clocks has a 'flag'.

### **6.3 Operation**

When time expires for a combatant, the flag on the clock will 'fall'.

### **6.4 Timings**

Any tournament or battle that will use clocks must state in advance the number of moves to be made and the time to be allocated for them, i.e. '20 moves in 30 minutes' or 'all moves in 20 minutes'.

### **6.5 Clock Flags**

After a flag falls, the criteria as stated in Article 6.4 must be checked, if the requirement has not been met Article 5.1.3 applies

### **6.6 Placement**

In tournaments, the arbiter will establish the placement of the clocks. In non-tournament play, if a clock is used, location is agreed upon (and accessible) by all the combatants.

### **6.7 Game Time**

At the designated time for the battle to begin, the clock will be started after the first placement has been decided. The entire first placement is considered a single move for the # moves in # time calculations.

### **6.8 Latecomers**

If a combatant is not present at the start time, the clock for the absent combatant will be started until they arrive.

### **6.9 Double Latecomers**

In the event neither combatant is present, the clock will run for one of them, and the other will be adjusted such that both combatants are penalized by the amount of time lapsed from the scheduled start time and the arrival time.

### **6.10 Ending Moves in a Timed Event**

Each player will stop their clock at the end of the move. The move is not complete until the clock has been stopped.

### **6.11 Timing Etiquette**

Stopping the clock should be done after the move is completed; keeping a hand on the stop button or hovering over it is forbidden.



### **6.12 *Correcting Timing Mistakes***

If it is discovered the clocks were improperly set, they will be stopped immediately and an arbiter will use best judgment to adjust the clocks to the correct settings.

### **6.13 *Defective Hardware***

In the event of defective clocks, the clocks will be replaced and an arbiter will make best judgment to adjust the time on the new clocks correctly.

### **6.14 *Inattentiveness***

If both flags fall and it is not noted which fell first, the battle will continue as if played without clocks, and a time limit for completion may be imposed at the discretion of the arbiter.

## **Article 7 : *Irregularities***

### **7.1 *Bad Placement***

If the initial placement of the warriors is determined to be illegal, a new battle will be started.

### **7.2 *Bad Temper***

A combatant that disrupts the setup of the battlefield will restore the setup on their own time.

### **7.3 *Bad Moves***

If an illegal move or other irregularity is discovered during a battle, the arbiter will make best effort to restore the battle and clocks to the last available legal position. If no such position can be restored, the battle is declared a draw.

## **Article 8 : *Recording the Game***

### **8.1 *Keeping Record***

Both combatants are expected to keep a record of the battle, especially in tournament play.

### **8.2 *Verifying the Battle***

At the end of a battle, all combatants in the battle will each sign all official game records.

### **8.3 *Tournament Recording***

The method of recording the battles is at the discretion of the arbiter; see Appendix C : for the recommended geometric standard.

## **Article 9 : *Tournament Specific Issues***

### **9.1 *Local Rules***

Tournaments may adopt rules specific to the tournament, as long as they do not contradict the rules established here and are made clear to all participants in advance.

### **9.2 *Special Requirements***

A tournament may forbid resignation, or require a certain number of moves be made before resigning, etc as long as all participants are aware of the requirements in advance.

## **Article 10 : Scoring**

### **10.1 Point Values**

A win scores 1 point, a loss scores 0 points, and a draw subtracts ½ point from each combatant. The subtraction is meant to discourage the draw.

## **Article 11 : Conduct**

### **11.1 Behave yourself.**

Disruptive behavior that disturbs or could disturb other players is grounds for dismissal from the tournament site.

### **11.2 Location**

Stay in the tournament area as defined by the arbiter.

### **11.3 Participants that Have command**

The combatant that currently has command cannot leave the area without the permission of the arbiter.

## **Article 12 :The role of the Arbiter**

### **12.1 Enforcer**

The arbiter shall see that the Laws of Klin Zha are strictly observed.

### **12.2 Organizer**

The arbiter shall act in the best interest of the competition, ensure that a good environment is maintained and that the combatants are not disturbed, and shall supervise the progress of the competition.

### **12.3 Referee**

The arbiter shall observe the games, especially when the combatants are short of time, enforce decisions and impose penalties on combatants where appropriate.

### **12.4 Judge**

The arbiter can apply one or more of the following penalties:

- a) Warning
- b) Increasing the remaining time of the enemy
- c) Reducing the remaining time of the offending combatant
- d) Declaring the battle to be lost
- e) Reducing the points scored in the battle by the offending party
- f) Increasing the points scored by the opponent to the maximum available.
- g) Expulsion from the event.

### **12.5 Timekeeper**

The arbiter may award either or both combatants additional time in the event of external disturbance of the game.

### ***12.6 Outside the Game***

Arbiters must not intervene in a game except in cases described by the Laws of Klin Zha. They shall not indicate the number of moves made, shall refrain from informing a player that his opponent has completed a move or that the combatant has not pressed his clock.

### ***12.7 Crowd Control***

Spectators and combatants in other games are not to speak about or otherwise interfere in a game. If necessary, the arbiter may expel offenders from the battle venue. If someone observes an irregularity, they may inform only the arbiter

### ***12.8 Communications Control***

Unless authorized by the arbiter, it is forbidden for anybody to use any kind of communication device in the competition venue and any contiguous area designated by the arbiter.

## **Article 13 :Variations**

### **13.1 Alternating Placement**

In this variation, the pieces are placed in turn by each player, with the Goal being placed last. This reduces the advantage to the second placement, but must be agreed upon in advance.

To accommodate the Alternating Placement variation, change the following article to read:

### **2.5 Deploy the Warriors**

Once a color and region have been selected, the other combatant(s) will do likewise, and then each combatant will place one of their warriors in turn until all the warriors have been deployed.

### **13.2 Power Vanguard**

In this variation, Vanguard's are allowed to move two triangles in any direction rather than one, making for a more aggressive warrior. Although Klingons likely favored this variation, it was never adopted as the standard.

To accommodate the Power Vanguard variation, change the following article to read:

### **3.11.4 The Vanguard ('avwl')**

Each squad starts with three Power Vanguard's. The Vanguard's move one or two triangles and may carry the Goal.

### **13.3 Kagga's Crown**

In this variation, the game has an alternate finish; getting the Goal to the apex in the designated region constitutes a victory if the opponent cannot capture the Goal in the following move. This variation pays homage to the live version of the game, Klin Zha Kinta. Typically, the designated region is the region empty during placement, but it must be designated as such before starting.

To accommodate the Kagga's Crown variation, change the following article to read:

### **1.2 Object of the Battle**

The goal of each combatant is to capture the enemy's Goal, or to force the enemy into a position where they have the move but no legal move can be executed; alternately, if one combatant places the Goal on the designated battlefield apex, then the opponent **must** capture the Goal on the next turn or the battle is over and the combatant that reached the apex with the Goal is victorious.

### **13.4 Clouded**

This variation marks certain triangles as 'clouded', and pieces on these triangles cannot be killed. If the piece is carrying the Goal, it is not allowed to move into a clouded triangle. Not the same as the clouded variation in Klin Zha Kinta.

To accommodate the Clouded variation, change the following article to read:

### **3.3 Ally and Cloud Move Limitation**

It is not permitted to move a warrior to a triangle occupied by another warrior of the same color or a warrior occupying a clouded space regardless of color, or to move the Goal into a cloud.

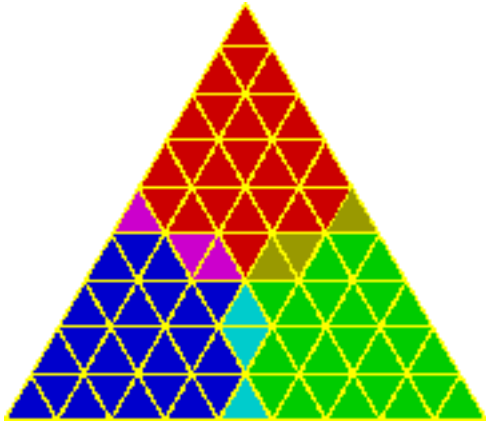
### 13.5 Forward Placement

This variation expands the area for the opening placement regions to include the triangles that are not used. This can definitely speed up game play, but also gives a tremendous advantage to first placement. When playing this variation, other rules should be changed to compensate for the advantage, for example the warrior placing first would place the Goal **before** the second placement started (Klin Zha Society adaptation), or the alternating placement variation would be used at the same time.

To accommodate the Forward Placement variation, change the following article to read:

#### 2.2 Battlefield Setup Borders

The nine triangles that contain the line are shared by the two neighboring regions.



In this illustration, the board has been colored to show the regions. There is no relationship between the colors chosen here and the color of the pieces that are played in a region; any color can place in any region available.

The purple triangles are available for placement with the red or blue regions, the brown triangles with red or green, and the cyan triangles with green or blue.

### 13.6 Ablative

This variation uses markers to indicate triangles that have been taken out of play. In The Final Reflection, this variation used a set where the triangles were removed when a piece moved from the spot; the markers are a bit more flexible. For example, you can agree to mark at most 10 triangles and cycle through the ablation state rather than leaving a triangle permanently ablated. For an unlimited ablative variation, you need to have at least 79 markers on hand.

To accommodate the Ablative variation, change the following articles to read:

#### 3.3 Ally and Ablative Move Limitation

It is not permitted to move a warrior to a triangle occupied by another warrior of the same color or to a triangle that is currently ablated.

#### 3.10 Ending the Turn

There is no passing allowed. If a combatant cannot move, the battle is over. Otherwise, after a warrior is moved the triangle the warrior previously occupied is marked as ablated (unavailable), and if the limit on the number of ablations has been reached, the oldest ablation is cleared; then command is passed to the next combatant.

## 13.7 *The Reflective Variation*

This alternative was the basis of the title for the novel The Final Reflection. In the original description, the pieces were a combined coloration of green and gold warriors and a combined Goal; however the coloration does not affect the play of the game.

Players alternate placing the pieces on the board as before, but from a single squad (Green, Gold, or Combined if available); and with each turn the warrior being placed or moved has no comrades on the board (all the rest of the warriors are the enemy's). If the warrior you are moving is not carrying the Goal, it belongs to the enemy as well.

To accommodate the Reflective Variation, change the following articles to read:

### 2.3 *Starting the Battle*

At the start of the battle, the board is empty. Each combatant will cast a spindle, recasting in the event of a tie. The combatant with the higher value has first placement.

### 2.5 *Initial Placement*

Once a color and region have been selected, the nine warriors of the selected color will be placed in the region in turn by each combatant, with the combatant placing first selecting a carrier warrior and placing the goal on the board with the first warrior placed; the remaining warriors in the squad will then be placed by each combatant in turn until all nine warriors are placed.

### 2.6 *Goal Placement*

The Goal must be placed with the first warrior placed on the board, and this must be a carrier warrior.

### 3.1 *Select a Warrior*

The combatant having command selects a warrior to move, and all other pieces on the battlefield are considered enemy pieces (eligible for killing). All rules for movement apply however there are no friendly pieces on the battlefield for the piece being moved (so for example, the Blockader is an enemy unless the Blockader is the warrior being moved).

Several rules are annulled by the fact that there are no friendly warriors on the board, no Goal to protect and so on, but they do not need to be deleted as they will simply never apply to the situation in this variation.

The battle is won in the same fashion as standard Klin Zha; however since every move you make is immediately available to your enemy, the strategy is significantly more subtle.

### ***13.8 Honor in Setup***

This variation handles a setup where the Goal is placed in safety behind the Blockader's ZOC. In this location, the only warriors capable of capturing the Goal are the enemy Fliers. It is thought this setup configuration does not exemplify the Klingon spirit, and in this variation is not allowed.

To accommodate the Honor in Setup Alternative, change the following articles to read:

#### ***2.5 Initial Placement***

Once a color and region have been selected, the nine warriors of the selected color will be placed in the region by the combatant placing first; then the other combatant will do likewise in one of the remaining empty regions, ensuring that none of the Warriors are placed in such a way that an enemy Fencer could not capture them (in other words not in a Blockader's ZOC nor on a triangle whose position cannot be reached without traversing the enemy ZOC).

### ***13.9 Klin Zha Kinta***

This variation (as originally defined) used live pieces and a multilevel battlefield; however, the normal battlefields can accommodate a role playing approximation. The rules as presented make the blockader an attackable piece, and a potential carrier of the Goal (as in the live game).

To accommodate the Klin Zha Kinta Alternative, change the following articles to read:

#### ***1.1 Description***

Klin Zha battles are conducted between two combatants who move their pieces alternately on a triangular battlefield called a 'Klin Zha board', or 'Grand Triangle' and maintain records of the health of their warriors on scorecards designed for that purpose (see Appendix ? for the scorecard format).

#### ***2.8 Carrier Warriors***

Of the warrior pieces, the Blockader, Fencer, Lancer, and Vanguard have the special distinction of being 'Carriers' as well as Warriors.

#### ***3.4 Killing the Enemy***

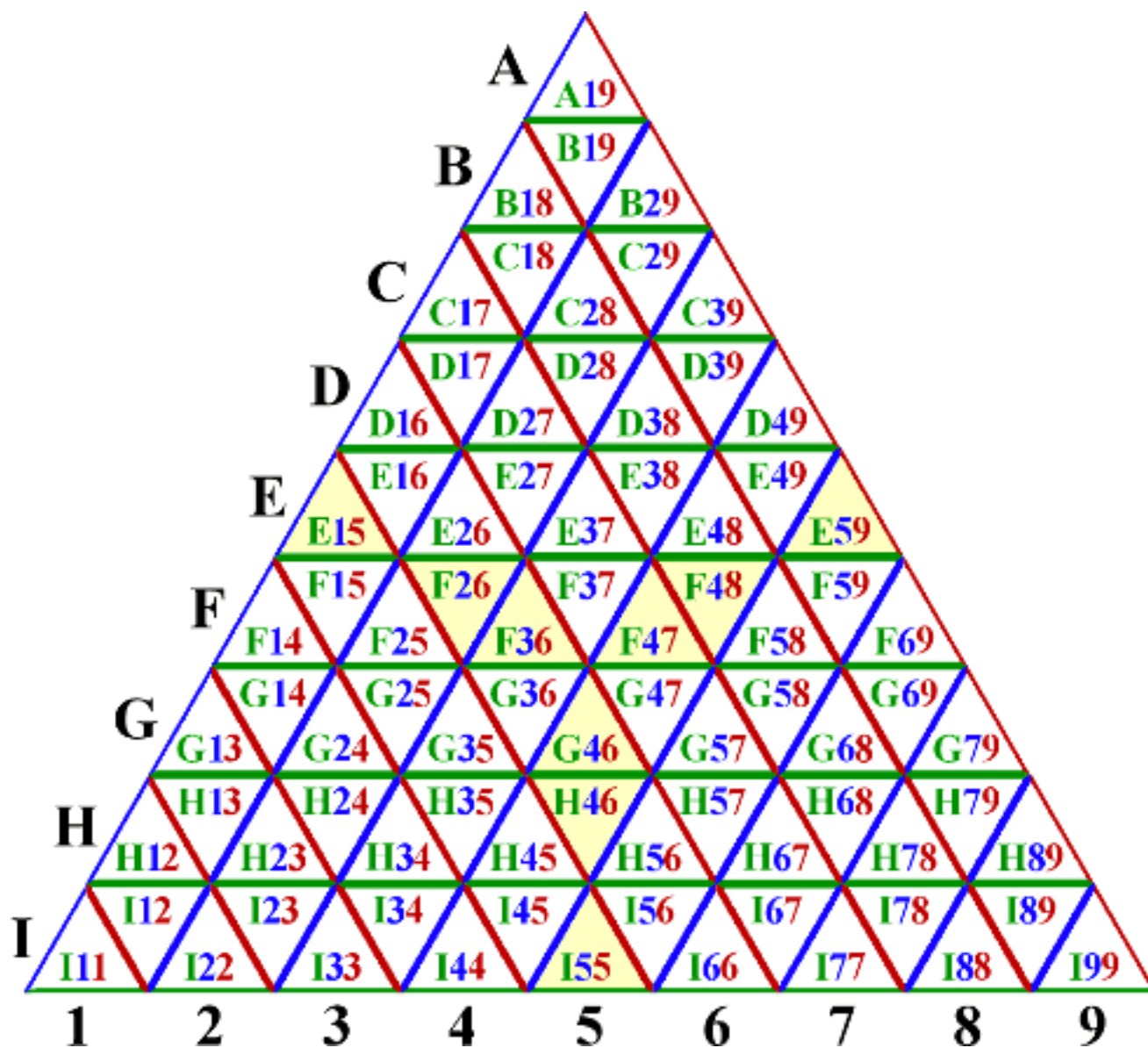
If a warrior is moved to a triangle occupied by a different colored piece, the two warriors engage in combat; the victor remains on the triangle, the vanquished warrior is removed from the battle (see Appendix D : for the rules for combat). The health of the victor is updated on the scorecard, and the loss is documented for the vanquished.

#### ***3.5 Blockader Zone of Control (ZOC)***

Moving through the enemy Blockader's zone of control is not allowed unless the warrior is attacking the Blockader.

Note that the Vanguards are unable to attack the Blockader unless the Power Vanguard variant is used in conjunction with the RPG Kinta.

## Appendix A : Klin Zha Board Coordinates (Geometric)

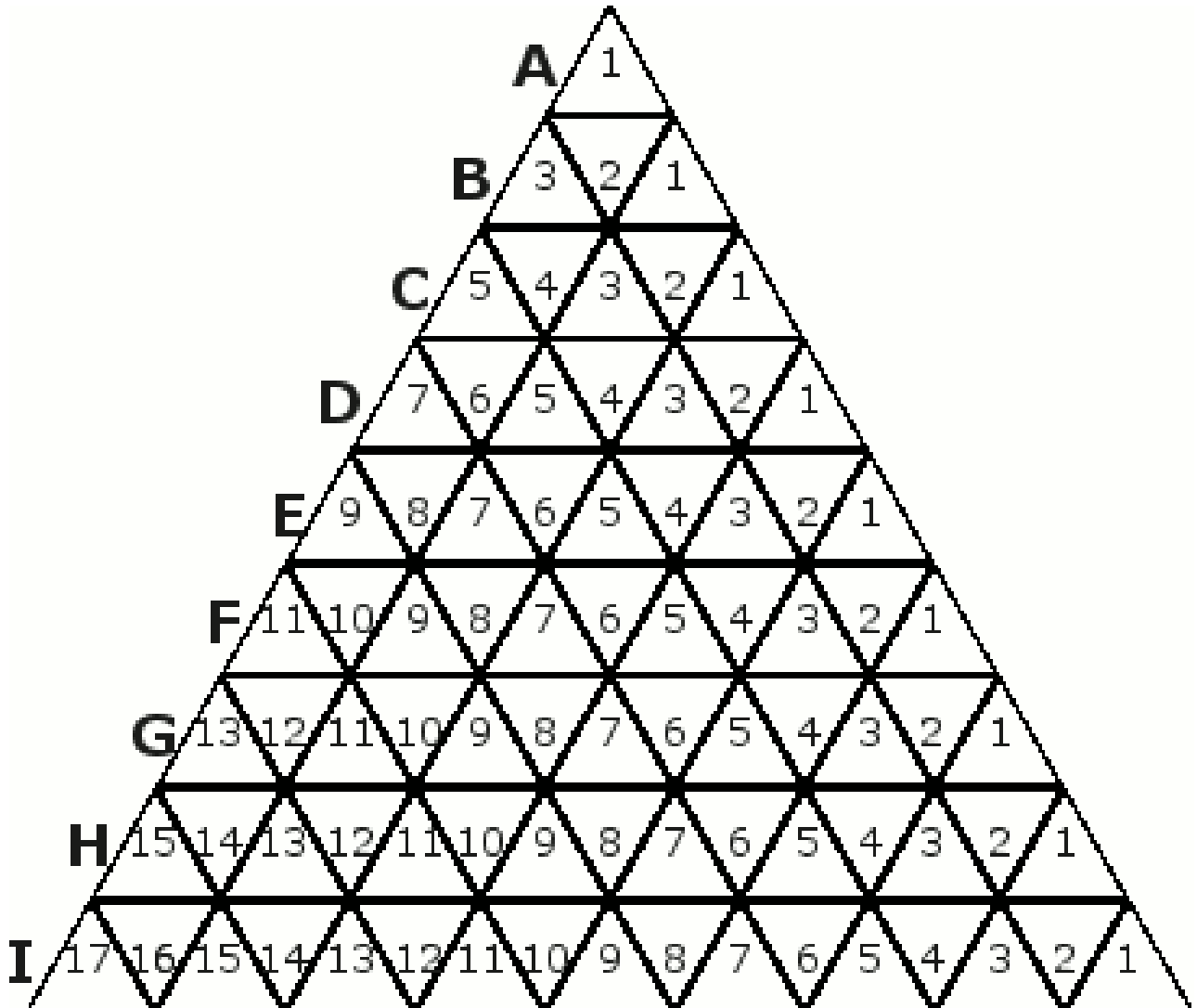


This diagram shows the board coordinates, as well as the regions on the board (the triangles shaded separate one region from another, and are not used for setup in the standard laws of Klin Zha).

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



## Appendix B : Klin Zha Board Coordinates (Descriptive)



The designation of the levels (largest level at the bottom is level 1, smallest level at the top is level 9) is the same as the Geometric system, however the coordinates to indicate the individual triangle on a row is different, and the label for the individual rows (A-I) may be different; in the descriptive system, all coordinates are calculated from the viewpoint of the combatant with first placement, who will always be sitting in front of triangle A1.

Were the placement be with the player sitting in front of the west corner have first placement, the designations would be different; triangle A1 would be in the west corner (where I17 is now) and the numbering would increase on each row left to right from the perspective of the combatant with first placement.

This will not affect the replay capability of a battle, although the replay may be oriented differently.

## Appendix C : Recording Klin Zha Battles

Battle movements should be recorded in the order of occurrence; pieces can be identified by an abbreviation native to the language of the player, for example:

English		Klingon*		Italian		French	
Name	Key	Name	Key	Name	Key	Name	Key
Fencer	Fe	᠙᠘᠙᠙᠙᠙᠙	᠙	Lo Schermitore	S	Maître d'Arme	M
Lancer	L	᠐᠙᠙᠙᠙᠙᠙ ᠙᠘᠙᠙᠙᠙᠙	᠏	Il Lanciere	L	Lancier	L
Swift	S	᠑᠒᠕᠙᠙᠙	᠑	Il Rapido	R	Commando	C
Flier	Fl	᠒᠔᠕᠙᠙᠙	᠒	I Volanti	V	Volant	V
Vanguard	V	᠓᠘᠕᠙᠙᠙	᠓	L'Avanguardia	A	Avant-Garde	A
Blockader	B	᠔᠙᠕᠙᠙᠙	᠔	L'Ostruttore	O	Bloqueur	Bl
Goal	G	᠑᠓᠑	᠑	L'Insegna	I	But	Bu

After the warrior key is recorded:

- If the warrior is carrying the goal, surround the warrior with parentheses
- If the warrior is on the board, append @ and the current location's coordinate.
- If the destination is empty, append →
- If the destination contains the friendly Goal, append → Goal key and @
- If the destination contains an enemy warrior or Goal, append an x key@
- Append the new coordinate
- If the destination contains an enemy Goal, append an exclamation mark (!)

Examples (the text in parentheses is explanatory, and should not be recorded):

- S→ G68 (Initial placement of the Swift to the triangle G68)
- S@G68 → F47 (Move the Swift at triangle G68 to triangle F47)
- S@F47 x V@D38 (The Swift at triangle F47 kills the Vanguard at triangle D38)
- S@D38 x G@B29! (The Swift at triangle D38 takes the abandoned Goal at triangle B29)
- L@E48 → G@D28 (Move the Lancer at triangle E48 to triangle D28 [where the Goal is])
- (L)@D28 → B29 (Move the Lancer with the Goal at triangle D28 to triangle B29)
- S@D38 x L@B29! (The Swift at triangle D38 kills the Lancer and takes the Goal at triangle B29)

The battle will be recorded in columns so each combatants moves are in a column for that individual; in the standard, one combatant should have nine placement moves, followed by the opponent having nine placement moves, then the first will have a Goal placement followed by the opponent Goal placement, then movements alternate between the two until the battle is concluded.

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\* Klingon does not use the Latin alphabet natively; the names and keys are shown in the pIqaD font.

## Appendix D : Hand to Hand Combat

These procedures are for Role Playing Klin Zha Kinta only.

When two warriors engage in combat, the following procedure is used:

### D.1 *Initiating Combat*

#### **D.1.1 Warrior Attributes**

Each warrior type has a numeric ID and attributes associated with it:

Warrior Type	Warrior ID	Initial Strength	Defense Score
<b>Blockader</b>	1	100	6
<b>Fencer</b>	2	110	5
<b>Vanguard</b>	3	120	4
<b>Lancer</b>	4	130	3
<b>Flier</b>	5	140	2
<b>Swift</b>	6	150	1

#### **D.1.2 Attacking the Enemy**

A combatant starts an attack by moving a warrior (the attacker) onto a triangle occupied by the enemy (the defender).

#### **D.1.3 Defender Goal Adjustment**

At the start of the fight if the defender is carrying the Goal, add five points to their current strength.

#### **D.1.4 Attacker Goal Adjustment**

At the start of the fight if the attacker is carrying the Goal, add fifteen points to their current strength.

#### **D.1.5 Spindle Casting**

The attacker casts two spindles, the defender one

#### **D.1.6 Determining True Attacker**

The combatant casting the highest spindle becomes the attacker, regardless of whether it is the combatant that performed the attack; simulates a prepared defender surprising the attacker.

#### **D.1.7 Two Way Ties**

Two Way Ties are broken in favor of the current attacker

#### **D.1.8 Triples**

In the case of a three way tie (triples) the defender loses one spindles worth of strength and the attacker casts again

#### **D.1.9 Damage Selection**

The attacker selects any two of the three spindles to be used to calculate damage

#### **D.1.10 Base Damage**

The base damage is the total of the two selected spindles

## D.2 *Special Damages*

Certain casts are beneficial, as they increase or decrease the damage inflicted. The following special cases apply:

### **D.2.1 *Double ID Bonus***

If the attacking and defending warrior types are different, and the cast is each ID on a spindle, the base damage is twenty

### **D.2.2 *Attacker Doubles Bonus***

If the cast is doubles, and the value is the attacker, the base damage is sixteen.

### **D.2.3 *Defender Doubles Bonus***

If the cast is doubles, and the value is the defender, the base damage is five. Use sixteen if attacker and defender are the same type of warrior as per D.2.2.

### **D.2.4 *Attacker ID Bonus***

If one spindle is the attacker's ID, base damage is twelve plus the other spindle. If other spindle is the defender's ID, use twenty as per D.2.1; if the other spindle is the attacker's ID (doubles), use 16 as per D.2.2.

### **D.2.5 *Defender ID Bonus***

If one spindle is the defender's ID, base damage is two plus the other spindle. If the other spindle is the attacker's ID, use twenty as per D.2.1; if the other spindle is the defender's ID, use five as per D.2.3.

## D.3 *Ending The Round*

### **D.3.1 *Calculating Damage***

Once the base has been calculated, subtract the defense score of the warrior defending from the total. This is the damage done.

### **D.3.2 *Adjusting Strength***

Subtract the damage done from the defender's current strength to get the defender's new strength. If zero or lower, the defender has been killed.

## D.4 *Ending the Combat*

Switch roles between the two combatants and repeat the process above until one combatant strength is zero (at which point they have been killed and are removed from the battlefield).