THE COMPLETE RULES FOR DEJARIK

Compiled By Blake Whitlow



Introduction & The Pieces

Greetings!

This is my complete collection of fan-made and officially licensed Dejarik / Holochess rules. Scouring the corners of the internet from 2016-2019, I have found every scrap of Dejarik lore and ruleset I can. Presented to you here are those rulesets. I took liberties with the terminology used across all these different rules and tried to create a single lexicon of terms, to promote uniformity and ease of learning and play.

It should also be noted that a great deal of these rulesets are greatly influenced and inspired by an early ruleset developed by a man named Mike Kelly. This spawned a sort of family tree of other rulesets. To note which of these rulesets are related to Mike Kelly's, I have noted at the end of a section with (MK v*X*. Differences:). This is to show the continued interpretation, expansion, and evolution of the original Mike Kelly rules and how they differ from the original.

There are two official rulesets licensed by Disney: Jedi Challenge's and Galaxy's Edge. These two rulesets are vastly different but both provide interesting and strategic gameplay.

The rest of the rulesets were made by individual fans, who passionately poured their time and energy into making something fun, exploring an enticing and (until recently) unexplained corner of the Star Wars universe. I have listed all of them from newest to oldest, with links to the original posts and I intend to keep this document updated, showed new rulesets arise.

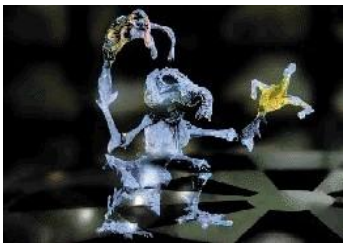
At the end of this document is a Glossary of gameplay terms which can be used in virtually every ruleset. Also included are honorable mentions. These were fan-made rulesets that were either unplayable, broken in some way, or were not actually designed to be played on a board with pieces.

Without any further ado, here are the pieces of Dejarik!

The game of Dejarik is played with various aliens, monsters, and creatures. Some variants do not require the classic creature pieces and instead opt for a more abstract approach and use simple chess pieces.

NAME	LORE	IMAGE
Mantellian Savrip	A reptilian species of semi-sentient brutes native to the planet Ord Mantell. Their sentience was a contentious subject to xenobiologist from the Core Worlds. Often believed to be simply a very cunning non-sentient animal by many Mantellians, the Savrips were technologically primitive, and had their own informal language. Preferring to wear clothing and wielding simple tools and weapons, some Savrips had learned to speak accented Basic. Savrips were naturally inclined to combat, and this, coupled with their unusual language, only fostered the notion that they were unintelligent. During the colonization of Ord Mantell, sanctioned killings of the Savrip species nearly drove the race to extinction. Many were hunted or exported, and by the time of the Galactic Empire few Savrips remained on Ord Mantell, keeping to themselves in the	

	Scraplands. Savrip meat was also enjoyed by some, with plans to breed them for food on Ord Mantell. However, this plan failed due to the intervention of Jedi Master Qui-Gon Jinn.	
Kintan Strider	Kintan striders were originally native to the Endless Wastes of Kintan. Their ferocity made them a respected adversary to generations of ancient Nikto orders. On their homeworld, striders became extinct due to a combination of pollution and over-hunting. It proved to be one of the last creatures to have died at the hands of the Nikto on Kintan. Quick and agile, their exceptional healing capabilities made them formidable opponents, allowing them to survive seemingly mortal blows whereupon they swiftly recovered enough to bring like aggression to their attacker. The creatures had been transported, bred, and domesticated on other worlds long before their demise on Kintan, however, thus preserving the species offworld.	
Monnok	The Monnok was a dangerous, semi-sentient desert predator from the world of Socorro. Intelligent enough to create spears, clubs, and some simplistic tools, the Monnok were respected by Socorran nomads for their hunting ability. It was not believed, however, that the Monnok had developed a true language. These mostly solitary hunters stood as tall as 2.3 meters and lived primarily on a diet of druyza and mutrioks. They were mostly found in the Rym Mountains and Doaba Badlands of Socorro. Smugglers considered the sight of a Monnok to signify the beginning of a dangerous, but greatly rewarding journey.	
Ng’ok	The Ng'ok, commonly known as Ng'ok war beasts, were foul-tempered creatures and were usually accompanied by an awful smell. They were equipped with two razor-sharp retractable claws and a tiny lashing tail. They were commonly used in many systems by owners to guard and to frighten off potential attackers.	
Ghhhk	The Ghhhk lived in the trees of Bith. Rising with the dawn, they screeched mating calls across the jungle. They were used by the local Bith population for extracting or 'milking' oil from their skins. This oil was often used as a healing salve.	
K’lor’slug	K'lor'slugs were carnivorous hunters, native to the swamps on their homeworld of Noe'ha'on (also found on Korriban and Taris), possessing keen olfactory and visual senses in addition to a deadly venom. For reproduction, the creatures could lay more than 300 eggs in a single birthing period. When hatched, the young k'lor'slug was immediately ravenous for food. In addition to their aggressiveness, these creatures were considered pests aboard starships. They were known to invade the darkest spots on unsanitary space vehicles and breed. When dealing with more than 300 eggs hatching, an infestation aboard a space vehicle would become harder to control—and more potentially fatal—the longer it was tolerated.	

Houjix	The Houjix was a fierce-looking creature that lived on Kinyen, homeworld of the Gran. They were mild creatures and were often used as loyal, but cowardly pets.	
Grimtaash the Molator	Grimtaash the Molator was a figure from Alderaanian myth. According to legend, The Molator protected the royal family of Alderaan from traitors, blinding them in frightening flashes of light. Grimtaash is the latest incarnation of The Molator.	
Karkath	A karkath was a piece used in dejarik. When playing dejarik with Kaasha Bateen, Lobot lost his karkath, despite warning from Lando Calrissian. "*Your karkath is in…*" - Lando Calrissian, *Last Shot*	? ? ?
Bulbous Cyclops	One of two unused pieces for the **Star Wars IV: A New Hope**'s Dejarik scene. They were briefly included in **Solo: A Star Wars Story**, when Tobias Beckett shows Chewbacca how to strategize. Chewbacca gets angry and smashes the table, which is (in-universe) why those two pieces are missing from all future Dejarik games in the Millenium Falcon. These two pieces must be additionally bought pieces by Lando, since most other games of Dejarik seen in-universe have only featured the classic eight.	
Scrimp	One of two unused pieces for the **Star Wars IV: A New Hope**'s Dejarik scene. They were briefly included in **Solo: A Star Wars Story**, when Tobias Beckett shows Chewbacca how to strategize. Chewbacca gets angry and smashes the table, which is (in-universe) why those two pieces are missing from all future Dejarik games in the Millenium Falcon. These two pieces must be additionally bought pieces by Lando, since most other games of Dejarik seen in-universe have only featured the classic eight.	

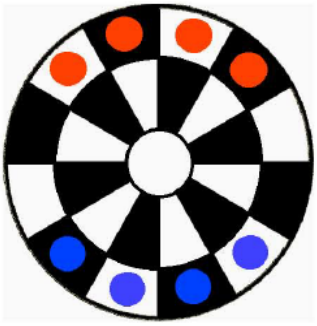
Nicole Simeone (August 2019)

https://nerdgirlsarecool.com/dejarik-rules/



Setup

- Dejarik is played with 2 Players.
- **Players need**: a set of polyhedral dice each, Dejarik pieces, and a Dejarik Board.
- Players decide which team they will be playing as: Red or Blue.
- Randomly determine the first player, rolling off with the dice.
- Each player (beginning with the first player) will take turns placing one of their pieces on the board. Place pieces in the four space in the Outer Orbit opposite to each other.
- Once all pieces are placed, players are ready to begin playing.



Objective

A player wins by defeating all of their opponent's pieces OR scoring a predetermined number of points.

The Board

- A Dejarik Board is circular. It is made of 25 spaces divided into three rings, called **Orbits**, and 12 segments, called **Rays**.

- There is an *Outer Orbit* (12 spaces), a *Middle Orbit* (12 spaces), and a *central Orbit* (1 space). The central Orbit is called **The Dejarik**. If a piece enters The Dejarik, that player gains 1 point.
- A **Ray** is all the spaces that make a straight path from one side of the board to the other (5 spaces).

The Pieces & Abilities

- Dejarik is played with four pieces, each with its own unique abilities.
- The players sit on opposite sides of the board, each controlling their four pieces.
- The pieces are: The **Brute**, The **Predator**, The **Scout**, and The **Guardian**.
- **Actions**: This is how many Actions a piece can make when used.
- **Combat**: This is the type of polyhedral dice used when Attacking or Defending.
- **Prone**: This is the type of polyhedral dice used when Attacking or Defending while Prone. In the Scout's case, they do not roll, and instead use a value of 1.
- **Points**: This is how many points the piece is worth when Killed.

ABILITY CHART (Nicole Simeone)				
TYPE	**Brute**	**Predator**	**Scout**	**Guardian**
TEAMS	Kintan Strider	Ghhhk	Houjix	Grimtaash the Molator
	Mantellian Savrip	K'lor'slug	Ng'ok	Monnok
ACTIONS	1	2	3	2
COMBAT	d12	d8	d4	d6
PRONE	d8	d6	1	d4
POINTS	8	6	2	4

Play & Actions

- On a turn, there are three actions a player can make with their pieces: **Move**, **Attack**, or **Stand Up**.
  (i.e. With one of their pieces, a player can move twice, attack twice, move then attack, attack then move, etc.)
- **Move**: A piece can be moved 1 space. Only move orthogonally, not diagonally. Diagonal pieces are not considered adjacent. A piece cannot move into a space currently occupied by another ally piece. If a piece enters The Dejarik, that player gains 1 point.
- **Attack**: To make an Attack action, a player must move their piece to occupy the same space as an opponent's piece. The Attacker and Defender roll their piece's Combat dice and compare results.
- Compare the dice results to the **Battle Results Chart**.

BATTLE RESULTS CHART (Mike Kelly)	
IF...	**THEN...**
...the Attacker beats the Defender by double or more...	...the Defender's piece is **Killed**.
...the Attacker beats the Defender by less than double...	...the Defender's piece is **Pushed**.
...the Attacker and Defender tie...	...the Defender's piece is **Pushed**.
...the Defender beats the Attacker by 6 or less...	...nothing happens.
...the Defender beats the Attacker by 7 or more...	...the Attacker's piece is knocked **Prone**.

- If a piece is **Killed**, that means that the attacking piece wins and the defending piece is removed from the board. The Attacker is rewarded with the defeated piece's Points value.
- If a piece is **Pushed**, that means a piece is relocated into an adjacent unoccupied space. The space chosen is decided by the Attacker. Pieces can be Pushed off the edge of the board, in which case they are Killed. Pieces cannot be Pushed into an occupied space.
- If a piece is **Prone**, that means it is laid on its side and must use its Prone dice when defending. A Prone piece cannot make Move or Attack actions. The only action a Prone piece can make is Stand Up
- **Prone and Stand Up:** If a piece is knocked Prone, it is laid on its back. Prone pieces cannot Move or Attack and they their Prone dice when defending. The only action a Prone piece can make is to **Stand Up**.

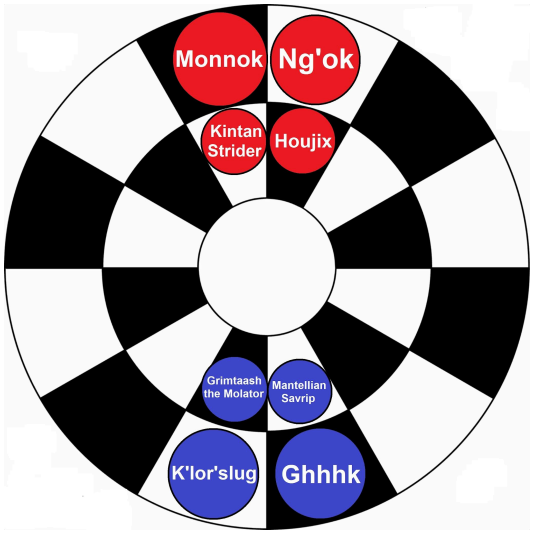
Galaxy's Edge (June 2019)

https://www.youtube.com/watch?v=rGGdn_d6nlI



Setup

- Dejarik is played with 2 Players.
- **Players need**: Dejarik pieces and a Dejarik Board.
- Players decide which team they will be playing as: Red or Blue.
- The youngest player is the first player.
- Each player will place their teams pieces on the board.
- Once all pieces are placed, players are ready to begin playing.



Objective

A player wins by defeating all of their opponent's pieces.

The Board

- A Dejarik Board is circular. It is made of 25 spaces divided into three rings, called **Orbits**, and 12 segments, called **Rays**.

- There is an *Outer Orbit* (12 spaces), a *Middle Orbit* (12 spaces), and a *central Orbit* (1 space). The central Orbit is called **The Dejarik**. Pieces cannot be moved into The Dejarik.
- A **Ray** is all the spaces that make a straight path from one side of the board to the other (5 spaces).

The Pieces

- Dejarik is played with four pieces, each with its own unique movement and attack abilities.
- The players sit on opposite sides of the board, each controlling their four pieces.
- The pieces are: The **Brute**, The **Predator**, The **Scout**, and The **Guardian**.

ABILITY CHART (Galaxy's Edge)				
TYPE	**Brute**	**Predator**	**Scout**	**Guardian**
TEAMS	Kintan Strider	Ng'ok	Houjix	Monnok
	Mantellian Savrip	K'lor'slug	Ghhhk	Grimtaash the Molator
MOVEMENT	1 space orthogonally or diagonally. In the Outer Orbit, this piece may move to the opposite end of the Ray, as if it was going backwards off the board to the other side.	2 spaces in Orbit OR 1 space in Ray. This piece can jump over other pieces.	2 spaces in Orbit OR 1 space diagonally.. This piece can move off the start point and back again.	1 space in Ray, then 2 spaces in Orbit (like an L-shape).
ATTACK RANGE	1 space orthogonally or diagonally. Cannot attack a piece that has not moved from its starting position.	1 space in Ray, then 2 spaces in Orbit (like an L-shape).	1 space in Ray. Can attack before or after moving, but can only attack once.	2 spaces in Orbit.

Play & Abilities

- On a turn, a player must make **one action with one of their pieces**.
- There are two actions a player can make with their pieces: **Move** or **Attack**.
- **Movement** represents the number of spaces a piece must move when making a Move action. A piece must be moved the full amount of spaces indicated by its Movement ability. Pieces cannot be moved into The Dejarik.
- **Attack Range** represents how a piece can attack an opponent. If an opponent is in a piece's Attack Range, then the attacking piece can take that opponent's piece by moving to the same space and displacing the opposing piece there.

- **Chain Attacks**: After an Attacker has been moved, if another opponent's piece is in the Attacker's Attack Range, it may make a subsequent Attack action for free. This can be done numerous times as long as it is the same piece that first attacked and opposing pieces are in its Attack Range.

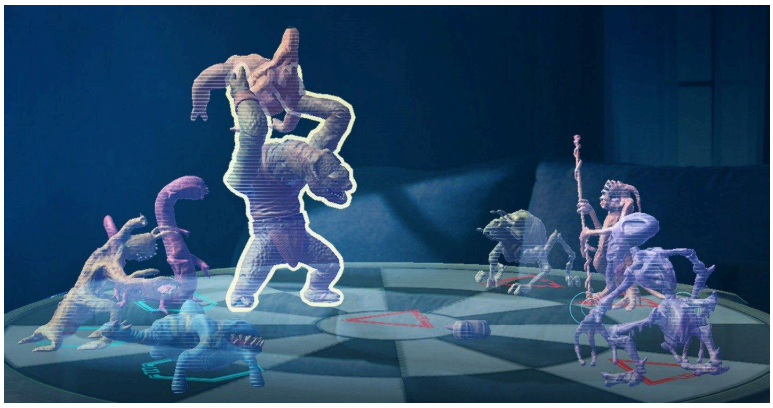
Sudden Death

If a player only has one piece remaining, and they fail to take an opponent's piece in 3 turns, then they lose the game. Each time they acquire an opponent's piece, the 3 turn counter is reset.

(Official Rules)

Jedi Challenges (November 2017)

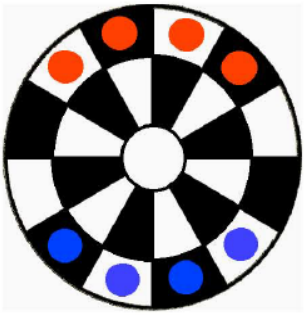
https://www.youtube.com/watch?v=MQT3S_VCVQg&list=PLa6lE2E2JvJbH1-rFN5t9wMOsL-nvt8QO&index=2&t=0s





Setup

- Dejarik is played with 2 Players.
- **Players need**: Damage Tokens, Dejarik pieces, and a Dejarik Board.
- Players pick their four pieces (no limit on how many of each piece, or if the opponent also has the same pieces).
- Randomly determine the first player, rolling off with the dice.
- Each player (beginning with the first player) will take turns placing one of their pieces on the board. Place pieces in the four space in the Outer Orbit opposite to each other.
- Once all pieces are placed, players are ready to begin playing.



Objective

A player wins by defeating all of their opponent's pieces.

The Board

- A Dejarik Board is circular. It is made of 25 spaces divided into three rings, called **Orbits**, and 12 segments, called **Rays**.
- There is an *Outer Orbit* (12 spaces), a *Middle Orbit* (12 spaces), and a *central Orbit* (1 space). The central Orbit is called **The Dejarik**.
- A **Ray** is all the spaces that make a straight path from one side of the board to the other (5 spaces).

The Pieces & Abilities

- Dejarik is played with eight pieces, each with its own unique capabilities.
- The players sit on opposite sides of the board, each controlling four of the pieces.
- Both players can have multiples of the same pieces.
- **Health** ratings represent the amount of damage the piece can absorb before being removed from the board.
- **Attack** ratings represent the amount of damage the piece inflicts when attacking.
- **Range** ratings indicate how far away a piece may attack.
- **Movement** ratings represent the number of spaces a piece may move. Only move orthogonally, not diagonally. Diagonal pieces are not considered adjacent. Pieces cannot be moved into a space currently occupied by another piece. A piece cannot move into a space, then immediately back into the space it just departed.
- **Special Abilities** are unique rules specific to a piece. An *Active* Special Ability means it replaces the pieces normal Attack action. A *Passive* Special Ability means it happens automatically.
- The pieces are: The ***Mantellian Savrip***, The ***Kintan Strider***, The ***Ghhhk***, ***Grimtaash the Molator***, The ***Monnok***, The ***Ng'ok***, The ***Houjix,*** The ***K'lor'slug***.

ABILITY CHART (Jedi Challenges)					
PIECE	**HEALTH**	**ATTACK**	**RANGE**	**MOVEMENT**	**SPECIAL**
Savrip	9	8	1	1	None.
Houjix	8	4	1	4	None.
Kintan	8	4	1	2	**Recovery**: When hurt, regenerate 2 Health at the end of a turn. *Passive*.
K'lor'slug	4	3	5	1	None.
Ghhhk	4	2	1	2	**Heal**: Can heal one adjacent piece to full health. *Active*.
Monnok	6	6	2	1	**Reach**: Attack two adjacent pieces. *Passive*.
Ng'ok	6	4	1	2	**Double Attack**: Attacks twice on the same turn, targeting the same or different opponents. *Passive*.
Molator	4	2	3	1	**Stun**: Attack stuns for two turns, must recharge one turn to reuse. *Active*.

Play

- There are two parts to a players turn: Attacking and Moving. On a turn, a player may **Move and then Attack** or **Attack and then Move**. *Active* Special Abilities replace a piece's normal attack action.

- **Attacking**: To make an Attack action, a player's piece must be positioned adjacent and in Range to an opponent's piece (Range 1 pieces are immediately adjacent). The attacking player takes the Attack rating of their piece and inflicts that many Health damage to the opposing piece (use Damage Tokens to track lost Health). If the opposing piece loses all its Health, it is Defeated and removed from the board.

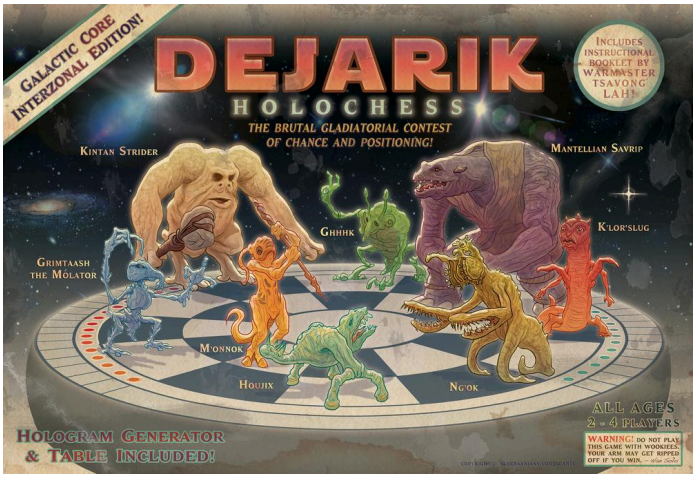
Special Abilities

- **Recovery**: When hurt, regenerate 2 Health at the end of a turn. This is a *Passive* Special Ability that happens automatically.
- **Heal**: Can heal one adjacent piece to full health. This is an *Active* Special Ability that replaces ones normal Attack action.
- **Reach**: Attack two adjacent pieces. This is a *Passive* Special Ability that happens automatically.
- **Double Attack**: Attacks twice on the same turn, targeting the same or different opponents. This is a *Passive* Special Ability that happens automatically.
- **Stun**: Attack stuns for two turns, must recharge one turn to reuse. This is an *Active* Special Ability that replaces ones normal Attack action.
- The Mantellian Savrip, The Houjix, and The K'lor'slug do not have Special Abilities. These pieces instead have high ratings in other categories. The Savrip has exceptionally high Health and Attack. The Houjix has high Health, Movement, and Attack. The K'lor'slug has high Range.

(Official Rules)

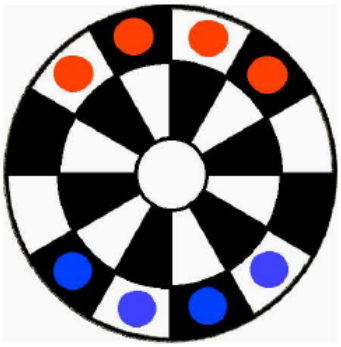
No Name Publishing (June 2017)

https://sites.google.com/site/nonamepublishing/Home/products/dejarik



Setup

- Dejarik is played with 2 Players.
- **Players need**: 8 6-sided dice (d6) each, Dejarik pieces, and a Dejarik Board.
- Randomly determine the first player, rolling off with the dice.
- Beginning with the first player, each player selects one Power, Offense, Defense, and Mobile piece.
- Each player (beginning with the first player) will take turns placing one of their pieces on the board. Place pieces in the four space in the Outer Orbit opposite to each other.
- Once all pieces are placed, players are ready to begin playing.



Objective

A player wins by defeating all of their opponent's pieces.

The Board

- A Dejarik Board is circular. It is made of 25 spaces divided into three rings, called **Orbits**, and 12 segments, called **Rays**.
- There is an *Outer Orbit* (12 spaces), a *Middle Orbit* (12 spaces), and a *central Orbit* (1 space). The central Orbit is called **The Dejarik**.

- A **Ray** is all the spaces that make a straight path from one side of the board to the other (5 spaces).

The Pieces

- Dejarik is played with eight pieces, each with its own unique movement, defensive, and offensive capabilities.
- The players sit on opposite sides of the board, each controlling four of the pieces.
- Power pieces have high ratings in all three abilities.
  The two Power pieces are the ***Mantellian Savrip*** and the ***Monnok***.
- Offense pieces have high Attack ratings.
  The two Offense pieces are the ***Houjix*** and ***Ghhhk***.
- Defense pieces have high Defense ratings.
  The two Defense pieces are the ***Kintan Strider*** and the ***Ng'ok***.
- Mobile pieces have high Movement ratings.
  The two Mobile pieces are the ***K'lor'slug*** and ***Grimtaash the Molator***.

ABILITY CHART (No Name Publishing)								
TYPE	**POWER**		**OFFENSE**		**DEFENSE**		**MOBILE**	
PIECE	SAVRIP	MONNOK	HOUJIX	GHHHK	KINTAN	NG'OK	KLORSLUG	MOLATOR
ATTACK	2	3	3	3	1	2	2	1
DEFENSE	3	2	1	2	3	3	1	2
MOVEMENT	2	2	2	1	2	1	3	3

Play & Abilities

- On a turn, a player must make **two actions with their pieces**.
- There are three actions a player can make with their pieces: **Move**, **Attack**, or **Stand Up**.
  (i.e. With one of their pieces, a player can move twice, attack twice, move then attack, or attack then move. With two or their pieces, a player can move once with two pieces, move with one piece and attack with another, or attack once with two pieces.)
- **Movement** represents the number of spaces a piece must move when making a Move action. A piece must be moved the full amount of spaces indicated by its Movement ability. Only move orthogonally, not diagonally. Diagonal pieces are not considered adjacent. Pieces cannot be moved into a space currently occupied by another piece. A piece cannot move into a space, then immediately back into the space it just departed.
- **Attack** represents the number of d6's the owner of that piece rolls when making an Attack action. To make an Attack action, a player's piece must be positioned adjacent to an opponents. Declare an Attack action on the adjacent piece.

    - **Flanking:** The Attacker is flanking if two or more of their pieces are adjacent to the Defender. If the Attacker is flanking, that piece rolls **one additional d6**.
- **Defense** represents the number of d6's a player must roll when their piece is being attacked by an opponent. Defending is not an action a player can take. It is what a player will do when being attacked by the opposing player.
    - **Reinforced:** The Defender is Reinforced if one or more of their pieces are adjacent to it. If the Defender is Reinforced, that piece rolls **one additional d6**.
- When attacking or defending, roll the combating pieces respective number of dice.
- Compare the dice results to the **Battle Results Chart**.

BATTLE RESULTS CHART (No Name Publishing)	
IF...	**THEN...**
...the Attacker beats the Defender by 5 or more...	...the Defender's piece is **Killed**.
...the Attacker beats the Defender by 4 or less...	...the Defender's piece is **Pushed**.
...the Attacker and Defender tie...	...the Attacker's piece is **Pushed**.
...the Defender beats the Attacker by 4 or less...	...the Attacker's piece is **Counter-pushed**.
...the Defender beats the Attacker by 5 or more...	...the Attacker's piece is **Counter-killed**.

- If a piece is **Killed**, that means that the attacking piece wins and the defending piece is removed from the board. A **Counter-kill** is when the defending piece wins against the Attacker.
- If a piece is **Pushed**, that means a piece is relocated into an adjacent unoccupied space. The space chosen is decided by the one who is pushing. A **Counter-push** is when the defending piece wins against the Attacker.
- **Prone and Stand Up:** If a piece **cannot** be Pushed or Counter-pushed due to being blocked in on all sides, that piece is knocked Prone instead. Prone pieces are laid on their backs. Prone pieces cannot Move or Attack and they roll one d6 less when defending. The only action a Prone piece can make is to **Stand Up**.

Sudden Death

- If each player only has one piece remaining the two pieces move to The Dejarik.
- Players take turns attacking each other until a Kill or Counter-kill happens.
- Whichever players piece survives, this player has won Dejarik.

(MK v5. Differences: Piece Types and abilities, actions can be split between two pieces, Flanking, Reinforcing, Prone condition, Stand Up action, Battle Result Chart.)

No Name Publishing Variants

Corellian Dejarik

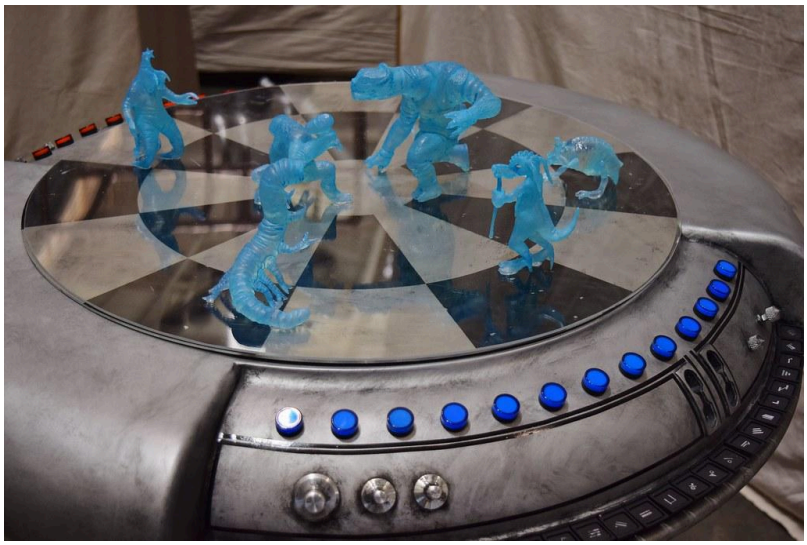
- Play proceeds as normal with the following change:
- When setting up, instead of each player picking one piece of each type, players will randomly determine who gets what pieces, rolling off with the dice for each piece.

Imperial Dejarik

- Play proceeds as normal with the following changes:
- All pieces have equal ability ratings of Attack 2, Defense 2, and Movement 2. (This makes Flanking and Reinforcement all the more critical to achieve victory.)
- A piece in The Dejarik gains one additional d6 when attacking or defending.

Noth (June 2017)

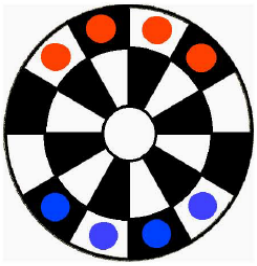
http://begerencolony.org/index.php?topic=4822.0





Setup

- Dejarik is played with 2 Players.
- **Players need**: 3 6-sided dice (d6) each, Dejarik pieces, and a Dejarik Board.
- Randomly determine who gets what pieces, rolling off with the dice for each piece.
- Randomly determine the first player, rolling off with the dice.
- Place pieces in the four space in the Outer Orbit opposite to each other. Randomly determine which piece goes in each space.
- Once all pieces are placed, players are ready to begin playing.



Objective

A player wins by defeating all of their opponent's pieces.

The Board

- A Dejarik Board is circular. It is made of 25 spaces divided into three rings, called **Orbits**, and 12 segments, called **Rays**.
- There is an *Outer Orbit* (12 spaces), a *Middle Orbit* (12 spaces), and a *central Orbit* (1 space). The central Orbit is called **The Dejarik**.
- A **Ray** is all the spaces that make a straight path from one side of the board to the other (5 spaces).

The Pieces

- Dejarik is played with eight pieces, each with its own unique movement, defensive, and offensive capabilities.
- The players sit on opposite sides of the board, each controlling four of the pieces.
- Power pieces have high ratings in all three abilities.
  The two Power pieces are the ***Mantellian Savrip*** and the ***Monnok***.
- Middle pieces have mid-range ratings in all three abilities.
  The two Middle pieces are the ***Houjix*** and ***Ghhhk***.
- Defense pieces have high Defense ratings, but low Attack.
  The two Defense pieces are the ***Kintan Strider*** and the ***Ng'ok***.
- Offense pieces have high Attack ratings, but low Defense.
  The two Offense pieces are the ***K'lor'slug*** and ***Grimtaash the Molator***.
- These eight are the most commonly used pieces. A variety of additional pieces exist, including starships, droids, mythical warriors, gravball personalities, and politicians (politicians being the most popular variant pieces). These variant pieces also may have different abilities than the basic Attack, Defense, and Movement.

ABILITY CHART (Noth)								
TYPE	**POWER**		**MIDDLE**		**DEFENSE**		**OFFENSE**	
PIECE	SAVRIP	MONNOK	HOUJIX	GHHHK	KINTAN	NG'OK	KLORSLUG	MOLATOR
ATTACK	3	3	2	2	1	1	3	3
DEFENSE	2	2	2	1	2	3	1	1
MOVEMENT	1	2	1	2	3	2	2	3

Play & Abilities

- On a turn, a player must make **two actions with one of their pieces**.
- There are two actions a player can make with their pieces: **Move** or **Attack**.
  (i.e. With one of their pieces, a player can move twice, attack twice, move then attack, or attack then move.)
- **Movement** represents the number of spaces a piece must move when making a Move action. A piece must be moved the full amount of spaces indicated by its Movement ability. Only move orthogonally, not diagonally. Diagonal pieces are not considered adjacent. Pieces cannot be moved into a space currently occupied by another piece. Pieces can **jump** over other pieces (jumping counts as moving only a single space, not two).
- **Attack** represents the number of d6's the owner of that piece rolls when making an Attack action. To make an Attack action, a player's piece must be positioned adjacent to an opponents. Declare an Attack action on the adjacent piece.

- **Defense** represents the number of d6's a player must roll when their piece is being attacked by an opponent. Defending is not an action a player can take. It is what a player will do when being attacked by the opposing player.
- When attacking or defending, roll the combating pieces respective number of dice.
- Compare the dice results to the **Battle Results Chart**.

BATTLE RESULTS CHART (Noth)	
IF...	**THEN...**
...the Attacker beats the Defender by 7 or more...	...the Defender's piece is **Killed**.
...the Attacker beats the Defender by 6 or less...	...the Defender's piece is **Pushed**.
...the Attacker and Defender tie...	...the Attacker and Defender's pieces **Retreat**.
...the Defender beats the Attacker by 6 or less...	...the Attacker's piece is **Counter-pushed**.
...the Defender beats the Attacker by 7 or more...	...the Attacker's piece is **Counter-killed**.

- If a piece is **Killed**, that means that the attacking piece wins and the defending piece is removed from the board. A **Counter-kill** is when the defending piece wins against the Attacker.
- If a piece is **Pushed**, that means a piece is relocated into an adjacent unoccupied space. The space chosen is decided by the one who is pushing. A **Counter-push** is when the defending piece wins against the Attacker. If a piece **cannot** be Pushed or Counter-pushed due to being blocked in on all sides, it counts as a **Kill** instead.
- When **Retreating**, the Defender and Attacker simultaneously Push each other into new spaces. Players cannot Push either piece into the space they were currently occupying.

Sudden Death

- If each player only has one piece remaining the two pieces move to The Dejarik.
- Players take turns attacking each other until a Kill or Counter-kill happens.
- Whichever players piece survives, this player has won Dejarik.

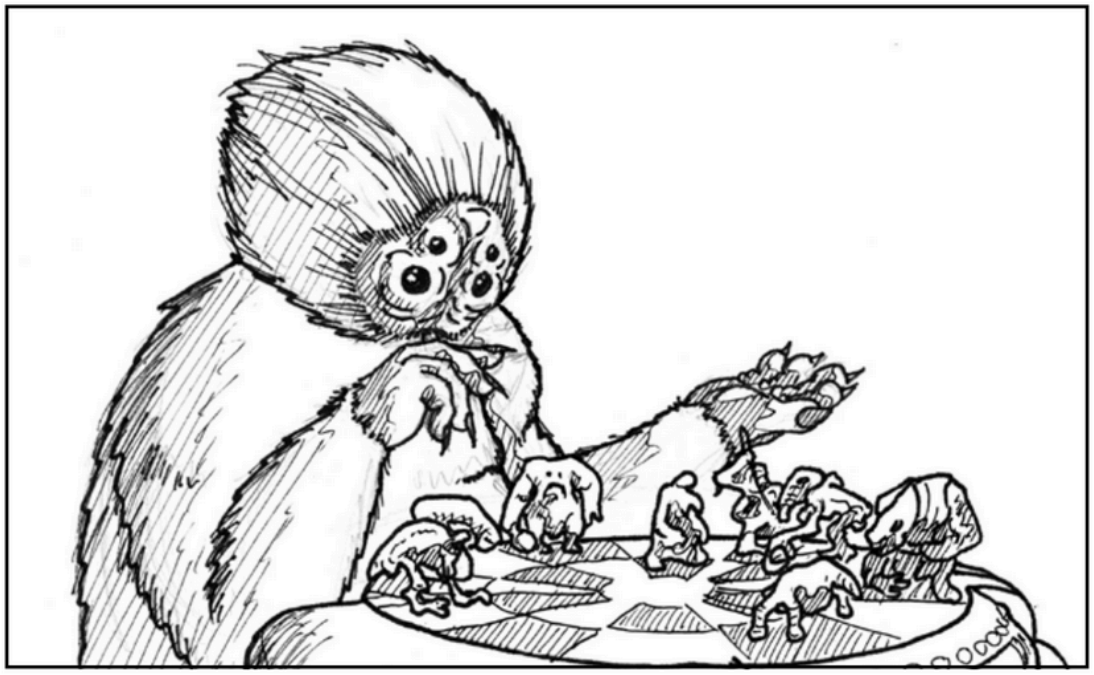
(MK v4. Differences: Piece abilities, moving allows jumping, Retreating, Pushed pieces blocked in are Killed, Battle Chart)

Variant: Vrax Dejarik

- Play proceeds as normal with the following change:
- After setting pieces on the board, each player randomly determines one of their pieces to be a King.
- **Objective**: A player wins by Killing their opponent's King.

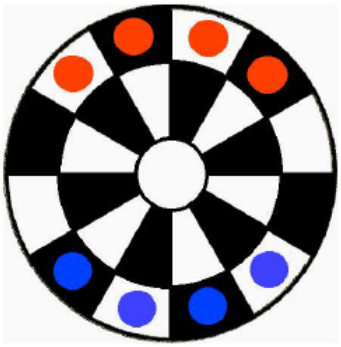
Steve & Ian Martin (2017) (Currently revising)

https://drive.google.com/file/d/1AtanbgVJ2IeTWNKYYy2O378Mm1FHxkPa/view?fbclid=IwAR20EnrUG5p0gBkXNETU7RibsJ-Kp5ujrJmeSNppMfmHJpDi7dQFCnM_K_I



Setup

- Dejarik is played with 2 Players.
- **Players need**: custom 2 sets of 2-through-8-sided dice, Dejarik pieces, and a Dejarik Board.
- Randomly determine who gets what pieces, rolling off with the dice for each piece.
- Randomly determine the first player, rolling off with the dice.
- Each player (beginning with the first player) will take turns placing one of their pieces on the board. Place pieces in the four space in the Outer Orbit opposite to each other.
- Once all pieces are placed, players are ready to begin playing.



Objective

A player wins by defeating all of their opponent's pieces.

The Board

- A Dejarik Board is circular. It is made of 25 spaces divided into three rings, called **Orbits**, and 12 segments, called **Rays**.
- There is an *Outer Orbit* (12 spaces), a *Middle Orbit* (12 spaces), and a *central Orbit* (1 space). The central Orbit is called **The Dejarik**.
- A **Ray** is all the spaces that make a straight path from one side of the board to the other (5 spaces).

The Pieces

- Dejarik is played with eight pieces, each with its own unique movement, defensive, and offensive capabilities.
- The players sit on opposite sides of the board, each controlling four of the pieces.
- Power pieces have high ratings in all three abilities.
  The two Power pieces are the ***Mantellian Savrip*** and the ***Monnok***.
- Middle pieces have mid-range ratings in all three abilities.
  The two Middle pieces are the ***Houjix*** and ***Ghhhk***.
- Defense pieces have high Defense ratings, but low Attack.
  The two Defense pieces are the ***Kintan Strider*** and the ***Ng'ok***.
- Offense pieces have high Attack ratings, but low Defense.
  The two Offense pieces are the ***K'lor'slug*** and ***Grimtaash the Molator***.
- These eight are the most commonly used pieces. A variety of additional pieces exist, including starships, droids, mythical warriors, gravball personalities, and politicians (politicians being the most popular variant pieces). These variant pieces also may have different abilities than the basic Attack, Defense, and Movement.

ABILITY CHART (Mike Kelly)								
TYPE	**POWER**		**MIDDLE**		**DEFENSE**		**OFFENSE**	
PIECE	SAVRIP	MONNOK	HOUJIX	GHHHK	KINTAN	NG'OK	KLORSLUG	MOLATOR
ATTACK	6	6	4	4	2	3	7	8
DEFENSE	6	5	4	3	7	8	3	2
MOVEMENT	2	3	1	2	3	1	2	2

Play & Abilities

- On a turn, a player must make **two actions with one of their pieces**.
- There are two actions a player can make with their pieces: **Move** or **Attack**.
  (i.e. With one of their pieces, a player can move twice, attack twice, move then attack, or attack then move.)

- **Movement** represents the number of spaces a piece must move when making a Move action. A piece must be moved the full amount of spaces indicated by its Movement ability. Only move orthogonally, not diagonally. Diagonal pieces are not considered adjacent. Pieces cannot be moved into a space currently occupied by another piece.
- **Attack** represents the number of d6's the owner of that piece rolls when making an Attack action. To make an Attack action, a player's piece must be positioned adjacent to an opponents. Declare an Attack action on the adjacent piece.
- **Defense** represents the number of d6's a player must roll when their piece is being attacked by an opponent. Defending is not an action a player can take. It is what a player will do when being attacked by the opposing player.
- When attacking or defending, roll the combating pieces respective number of dice.
- Compare the dice results to the **Battle Results Chart**.

BATTLE RESULTS CHART (Mike Kelly)	
IF...	**THEN...**
...the Attacker beats the Defender by 7 or more...	...the Defender's piece is **Killed**.
...the Attacker beats the Defender by 6 or less...	...the Defender's piece is **Pushed**.
...the Attacker and Defender tie...	...the Attacker's piece is **Counter-pushed**.
...the Defender beats the Attacker by 6 or less...	...the Attacker's piece is **Counter-pushed**.
...the Defender beats the Attacker by 7 or more...	...the Attacker's piece is **Counter-killed**.

- If a piece is **Killed**, that means that the attacking piece wins and the defending piece is removed from the board. A **Counter-kill** is when the defending piece wins against the Attacker.
- If a piece is **Pushed**, that means a piece is relocated into an adjacent unoccupied space. The space chosen is decided by the one who is pushing. A **Counter-push** is when the defending piece wins against the Attacker.

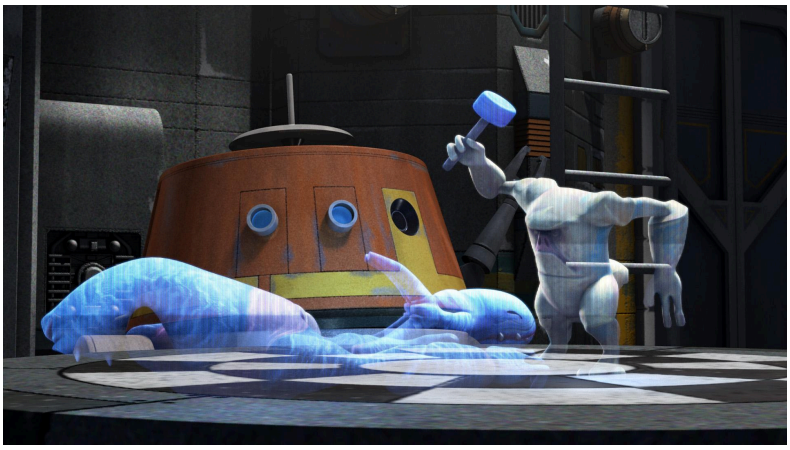
Sudden Death

- If each player only has one piece remaining the two pieces move to The Dejarik.
- Players take turns attacking each other until a Kill or Counter-kill happens.
- Whichever players piece survives, this player has won Dejarik.

(MK v1)

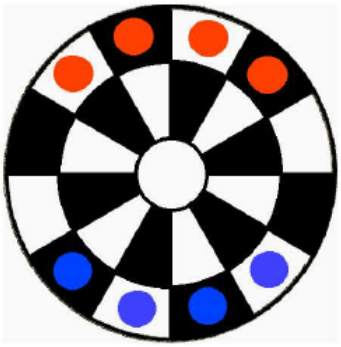
Joe Lutovsky (2016)

https://docs.google.com/document/d/1KPaLpYx_gtIEdUmYszFPaF4f2Z6DKmAb00DcdZXrGaM/edit



Setup

- Dejarik is played with 2 Players.
- **Players need**: a set of polyhedral dice each, an Initiative Token, 5 Score Tokens, Dejarik pieces, and a Dejarik Board.
- Set the Score Tokens to the side of the board in a line.
- Both players begin with 2 points each. The token in the middle is “blank” until a player scores it.
- Randomly determine the first player, rolling off with the dice.
- Each player (beginning with the first player) will take turns placing one of their pieces on the board. Place pieces in the four space in the Outer Orbit opposite to each other.
- Once all pieces are placed, players are ready to begin playing.



Objective

A player wins by defeating all of their opponent’s pieces or scoring five points.

The Board

- A Dejarik Board is circular. It is made of 25 spaces divided into three rings, called **Orbits**, and 12 segments, called **Rays**.

- There is an *Outer Orbit* (12 spaces), a *Middle Orbit* (12 spaces), and a *central Orbit* (1 space). The central Orbit is called **The Dejarik**.
- A **Ray** is all the spaces that make a straight path from one side of the board to the other (5 spaces).

The Pieces

- Dejarik is played with four pieces, each with its own unique movement and abilities.
- The players sit on opposite sides of the board, each controlling their four pieces.
- The pieces are: The **Brute**, The **Predator**, The **Scout**, and The **Guardian**.

ABILITY CHART (Joe Lutovsky)				
TYPE	**Brute**	**Predator**	**Scout**	**Guardian**
TEAMS	Kintan Strider	Ng'ok	Houjix	Monnok
	Mantellian Savrip	K'lor'slug	Ghhhk	Grimtaash the Molator
ATTACK	d4	d6	d8	d12
MOVEMENT	3	2	2	1
SPECIAL	Can only be defeated by being Pushed off of the board. If the Brute loses a battle by double or more, it is pushed instead of being defeated.	None.	None.	None.

Play & Abilities

- Play proceeds in a series of Rounds.
- At the beginning of the first Round, the first player should have the Initiative Token.
- Each Round, each piece must be used once before it can be used again. So a player must use all of their pieces they currently have on the board before they can use the same piece again.
- Players will take turns using one of their pieces until a player has no more pieces to use. The other player then uses their remaining pieces that Round.
- Once all pieces have been used, the Round ends.
- A player that controls a piece in The Dejarik at the end of a Round gains 1 point.
- If a winner hasn't been determined, then the player with the Initiative Token passes it to his opponent and a new Round begins.
- On a turn, a player must make **one action with one of their pieces**.
- There are two actions a player can make with their pieces: **Move** or **Attack**.

- **Movement** represents the number of spaces a piece must move if used. A piece must be moved the full amount of spaces indicated by its Movement ability. Only move orthogonally, not diagonally. Diagonal pieces are not considered adjacent. Pieces cannot be moved into a space currently occupied by another ally piece.
- **Attack** represents the type of polyhedral dice the owner of that piece rolls when making an Attack action. To make an Attack action, a player's piece must be moved into a space occupied by an opponent's piece. If a piece still has Movement left after attacking an opponent's piece it can continue to move.
- When attacking or defending, roll the combating pieces respective dice.
- Compare the dice results to the **Battle Results Chart**.

BATTLE RESULTS CHART (Joe Lutovsky)	
IF...	**THEN...**
...the Attacker beats the Defender by double or more...	...the Defender's piece is **Killed**.
...the Attacker beats the Defender by less than double...	...the Defender's piece is **Pushed**.
...the Attacker and Defender tie...	...the Defender's piece is **Pushed**.
...the Defender beats the Attacker by less than double...	...nothing happens.
...the Defender beats the Attacker by double or more...	...the Attacker's piece is knocked **Prone**.

- If a piece is **Killed**, that means that the attacking piece wins and the defending piece is removed from the board. A player that Kills an opponent's piece gains 1 point.
- If a piece is **Pushed**, that means a piece is relocated into an adjacent unoccupied space (or off the board, in the Brute's case). The space chosen is decided by the one who is pushing. A piece cannot be Pushed into an occupied space.
- When Pushed, if there is no available adjacent spaces, then that piece is knocked **Prone**. Prone pieces are laid on their backs. The only action a Prone piece can make is Move to stand back up.

Scoring

- The 5 Score Tokens are a tug-o-war between the two players. After a player scores the first point, every gained point thereafter will mean the other player loses a point.
- A player that controls a piece in The Dejarik at the end of a Round gains 1 point.
- A player that Kills an opponent's piece gains 1 point.

(MK v3. Differences: Tug o' War point system, 5 point win condition, four pieces instead of eight, polyhedral dice combat, piece abilities, Rounds, Battle Result Chart, Prone condition.)

Brad Bambara (September 2015)

https://bradbambara.wordpress.com/2015/09/28/design-exercise-dejarik/



Setup

- Dejarik is played with 2 Players.
- **Players need**: Dejarik (or Chess) pieces and a Dejarik Board.
- Randomly determine the first player.
- Place pieces in the four space in the Outer Orbit opposite to each other.
- Once all pieces are placed, players are ready to begin playing.



Objective

A player wins by starting their turn with their Brute (King) in The Dejarik.

The Board

- A Dejarik Board is circular. It is made of 25 spaces divided into three rings, called **Orbits**, and 12 segments, called **Rays**.
- There is an *Outer Orbit* (12 spaces), a *Middle Orbit* (12 spaces), and a *central Orbit* (1 space). The central Orbit is called **The Dejarik**.
- A **Ray** is all the spaces that make a straight path from one side of the board to the other (5 spaces).

The Pieces

- Dejarik is played with four pieces, each with its own unique movement and abilities.
- The players sit on opposite sides of the board, each controlling their four pieces.
- The pieces are: The **Brute**, The **Predator**, The **Scout**, and The **Guardian**.

ABILITY CHART (Brad Bambara)				
TYPE	**Brute (King)**	**Predator (Knight)**	**Scout (Pawn)**	**Guardian (Queen)**
TEAMS	Kintan Strider	Ng'ok	Houjix	Monnok
	Mantellian Savrip	K'lor'slug	Ghhhk	Grimtaash the Molator
MOVEMENT	1 space orthogonally	1 space diagonally, then 0-4 spaces along the same Orbit.	Any distance orthogonally	1 space diagonally
SPECIAL	None	None	Cannot Capture. Can Push one piece multiple spaces.	Can protect orthogonally adjacent ally pieces from being *Captured*. Cannot protect a piece from being Pushed. Cannot protect itself.

- The three states a piece can be in are:
    - ***Captured***: The piece was just Captured during the opponents last turn.
    - ***Inactive***: The piece has been *Captured* on a previous turn, and is off the board, waiting to *Activate*.
    - ***Active***: The piece is on the board and is able to Move/Capture.

Play, Capturing, & Activation

- On a turn, a player first must return all *Captured* pieces to the owner.
- Then a player must take **one action with one of their pieces**. After taking an action, the player's turn is over.
- There are two actions a player can make with their pieces: **Move/Capture** or **Activate**.
- **Move/Capture**: A player uses any of their *Active* pieces to move or Capture, according to that piece's rules. To Capture a piece, a player simply moves one of their pieces into a space that is occupied by an opponent's piece. When a piece is *Captured*, remove it from the board. It is in the *Captured* state until the beginning of the captor's next turn, at which time it becomes *Inactive* for the owner.
- **Activate**: A player deploys one *Inactive* piece on any open space in the Outer Orbit.

Push

To push a piece, simply move the Scout until it is orthogonally adjacent to an ally or opponent's piece, then continue to move in that direction with that piece being pushed

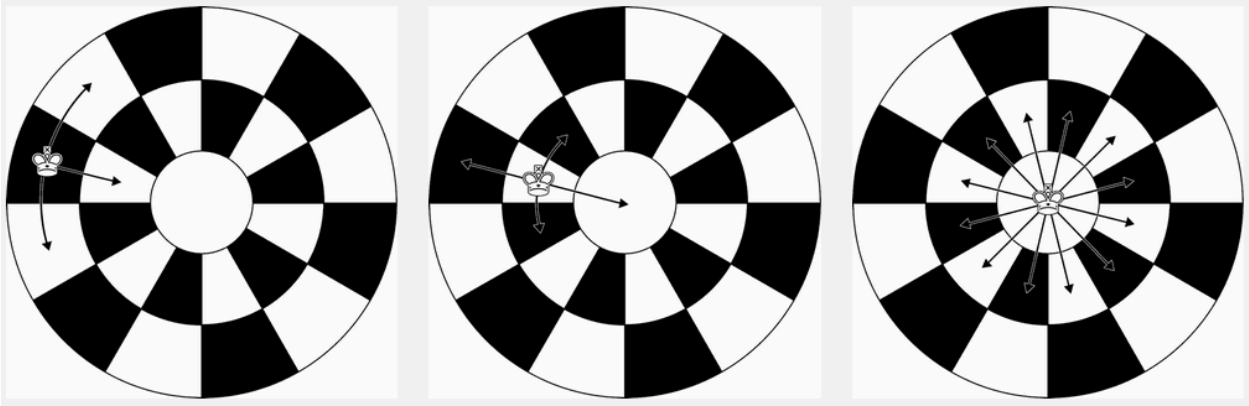
ahead. Since the Scout can only move orthogonally, it can only push other pieces along the same Orbit or Ray it is currently on. It can push ally pieces or opponent pieces, but only **one piece at a time**. As soon as another piece is in the way, the push ends.

The Zugzwang Rule

Pieces are not allowed to make moves that don't change anything.

Examples of Piece Movement

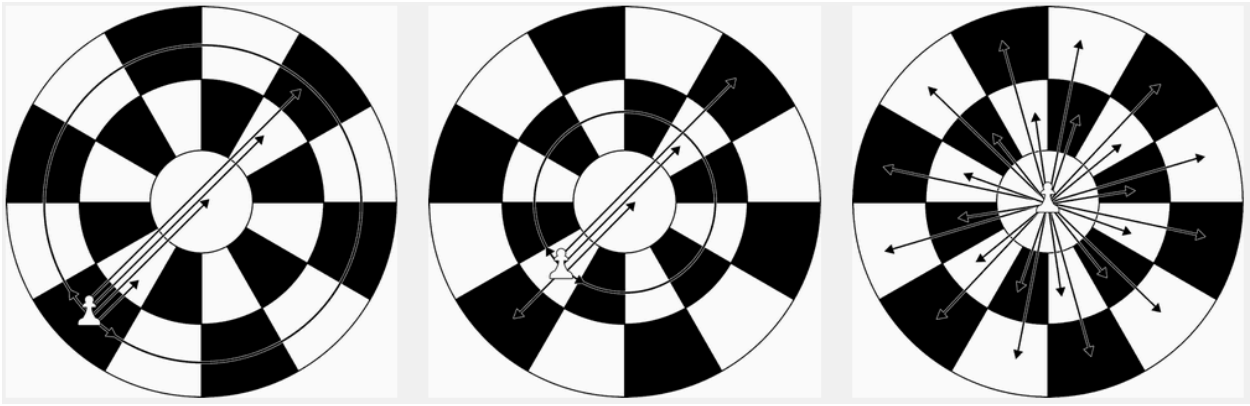
Brute (King)



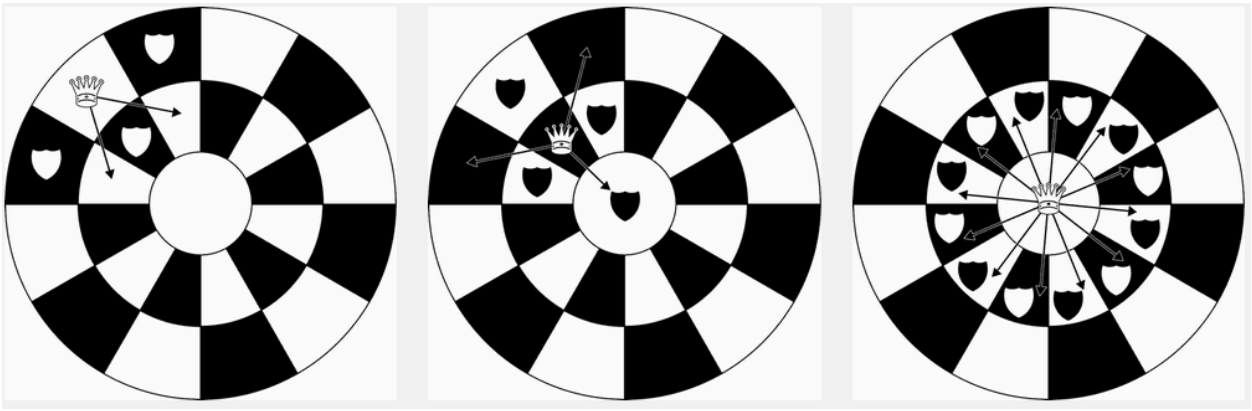
Predator (Knight)



Scout (Pawn)



Guardian (Queen)



(Based on Chess)

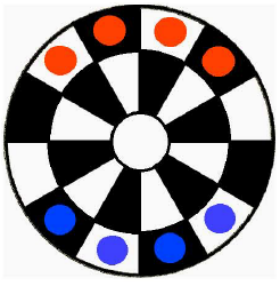
Tim Ballard (August 2014)

http://www.bloomilk.com/Forums/default.aspx?g=posts&t=14443



Setup

- Dejarik is played with 2 Players.
- **Players need**: a 20-sided dice (d20) each, damage counters, Dejarik pieces, and a Dejarik Board.
- Players pick four pieces. Players can do this randomly, draft, or take the suggested starting team pieces.
- Randomly determine who will place their pieces first, rolling off with the dice.
- The player will place all of their pieces on the board, followed by the other player. Place pieces in the four space in the Outer Orbit opposite to each other.
- Players are ready to begin playing.



Objective

A player wins by defeating all of their opponent's pieces.

The Board

- A Dejarik Board is circular. It is made of 25 spaces divided into three rings, called **Orbits**, and 12 segments, called **Rays**.
- There is an *Outer Orbit* (12 spaces), a *Middle Orbit* (12 spaces), and a *central Orbit* (1 space). The central Orbit is called **The Dejarik**.
- A **Ray** is all the spaces that make a straight path from one side of the board to the other (5 spaces).

The Pieces & Abilities

- Dejarik is played with eight pieces, each with its own unique movement, defensive, offensive, and special capabilities.
- The players sit on opposite sides of the board, each controlling four of the pieces.
- **Hit Points (HP)** represents how much damage a piece can withstand before being Killed. When a piece's HP is reduced to 0, the piece is defeated and removed from the board.
- **Defense** represents how hard the piece is to hit in combat. An Attacker must roll this number or higher to hit the Defender and deal damage.
- **Attack** represents how effective the piece is in combat. When a piece makes an attack, roll 1d20, and add the result with the piece's Attack modifier. If the result equals or exceeds the enemy's Defense, the attack hits.
- **Damage** is how much damage the piece deals when an attack hits.
- **Special Abilities** are any special attacks, qualities, or limits a piece has. Special abilities can override the general rules.
- **Speed** represents the maximum number of spaces a piece can move.
- The pieces are: The ***Mantellian Savrip***, The ***Kintan Strider***, The ***Ghhhk***, ***Grimtaash the Molator***, The ***Monnok***, The ***Ng'ok***, The ***Houjix,*** The ***K'lor'slug***.

ABILITY CHART (Tim Ballard)								
TEAMS	**RED PLAYER**				**BLUE PLAYER**			
PIECE	SAVRIP	KINTAN	GHHHK	MOLATOR	MONNOK	NG'OK	HOUJIX	KLORSLUG
HP	80	70	60	70	70	70	60	70
DEFENSE	15	17	14	11	16	18	13	12
ATTACK	+6	+4	+7	+10	+5	+3	+8	+9
DAMAGE	20	30	20	20	20	20	10	20
SPEED	2	2	2	2	2	1	2	3
SPECIAL ABILITY CHART								
SPECIAL ABILITIES	Double Attack	Charging Assault	Cleave	Cunning Attack	Double Attack	Clamp	Double Attack	Opportunist
	Rend +10	Regeneration +10	Paralysis	Mighty Swing	Parry	Damage Reduction -10	Bodyguard	Poison +10
EVOLVED Variant	Immobiling Red	Acrobatic	Painful Screech	Death Strike	Smugglers Luck	Blood Thirsty	Counter Attack	Mobile Attack

Rounds & Turns

- Play proceeds in a series of Rounds.

- At the beginning of a Round both players roll 1d20 to see who has initiative. The player with the highest decides who goes first in that Round.
- Each Round, each piece must be used once before it can be used again. So a player must use all of their pieces they currently have on the board before they can use the same piece again.
- Players will take turns using one of their pieces until a player has no more pieces to use. The other player then uses their remaining pieces that Round.
- On a turn, a player must make **one action with one of their pieces**.
- There are four actions a player can make with their pieces:
    1. Move and Attack.
    2. Attack and Move.
    3. Move twice.
    4. Use a Special Ability.

Moving & Attacking

- **Moving**: Pieces are moved according to their Speed rating. Players may move pieces through a space occupied by other pieces they control. A piece cannot move through spaces occupied by the opposing player's pieces. Moving orthogonally costs a piece 1 of its Speed. Diagonal movement costs 2 of its Speed. Diagonal pieces are not considered adjacent.
- **Attacking**: To make an Attack, a player's piece must be positioned adjacent to an opponents. **A player cannot attack their own pieces**, however this does not prohibit the use of Special Abilities that also harm allies caught in their area, only attacks.
  To attack, Declare an Attack on the adjacent piece. Roll 1d20, and add the result with the piece's Attack modifier. If the result equals or exceeds the enemy's Defense, the attack hits. If the attack hits, subtract the Attackers Damage rating from the Defenders HP.
- **Critical Hit**: If an attacking player rolls a natural 20 (unmodified by dice) the attack hits, regardless of how high the Defender's Defense rating is. Also, the Attackers Damage is doubled for the Critical Hit.
- **Critical Fail**: If an attacking player rolls a natural 1 (unmodified by dice) the attack automatically misses, no matter how high the bonus on the attack roll is.

Special Abilities

- Most Special Abilities are automatic. They either always work or they work under certain conditions.
- **Save**: Many Special Abilities require a piece to **save** against a listed number to avoid or reduce an adverse effect. Roll 1d20. If the result of the roll equals or exceeds the listed number, the save succeeds. As with attacks, a roll of natural 20 on a save is an automatic success, and a roll of natural 1 is an automatic failure. Saves are not optional, and players cannot voluntarily choose to fail them.

Bodyguard: If an adjacent allied piece would take damage from an attack, a Bodyguard piece can take the damage instead, even if it is not a legal target for the Attacker. A Bodyguard piece can't use this special ability when an adjacent ally takes damage from something other than an attack.

Charging Assault +10: Instead of taking its normal turn, this piece can move up to twice its speed and, after moving, make an attack on the same turn against an adjacent enemy. It must move at least 1 space to use this special ability. This attack gets a +10 bonus to Damage. This ability must be declared at the start of this player's turn.

Clamp: An enemy hit by this piece's attack takes +10 damage and cannot move this round. The Defender can avoid this effect with a save of 11.

Cleave: Once per turn, if this piece defeats an adjacent enemy by making an attack, it can make an immediate attack against another adjacent enemy.

Cunning Attack: This piece gets a +4 bonus to Attack and a +10 bonus to Damage against an enemy who has not activated this round.

Damage Reduction -10: When this piece would take damage, reduce the damage dealt by 10. Resolve this ability only after all Bodyguard decisions have been made.

Double Attack: On its turn, if this piece attacks without moving first, it then has the option either to move normally or to make an extra attack. The extra attack can be against the same enemy as the original attack, or another opposing piece. This ability must be declared at the start of the player's turn.

Mighty Swing: On its turn, if this piece doesn't move any distance, it gets a +10 bonus to Damage against adjacent enemies.

Opportunist: This piece gets a +4 bonus to Attack and a +10 bonus to Damage against an enemy who has already been used this Round.

Paralysis: If this piece hits a living enemy, it can temporarily paralyze its prey. The paralyzed piece is considered used, so the owning player cannot use it again until the next Round (i.e. that piece skips its turn that Round). The Defender can avoid this effect with a save of 11.

Parry: When this piece is hit by an attack, it can avoid the damage with a save of 11. The defending player must decide to use this Special Ability or not immediately after the attack hits.

Poison +10: This piece gets a +10 bonus to Damage whenever it hits an opponent's piece. The Defender can avoid the extra damage with a save of 11.

Regeneration +10: If this piece does not move any distance on its turn, it removes 10 damage from itself at the end of its turn. Regeneration can't raise this piece's HP above its starting amount.

Rend +10: This special ability applies to some pieces that can make more than one attack against an adjacent enemy. If two of the piece's attacks hit the same adjacent enemy in a turn, the second hit gets a +10 bonus to Damage.

(Based on The Star Wars Miniatures Game)

Tim Ballard Variants

Dejarik Evolved

- Play proceeds as normal with the following additions:
- Any piece in The Dejarik has the **Draw Fire** Special Ability, while they are there.
- Any piece in the Middle Orbit has the **Swarm** Special Ability, while they are there.
- Each piece has an additional Special Ability.

Acrobatic: Ignores opponent pieces when moving.

Blood Thirsty: This piece gets +10 Damage on attacks against opponent pieces that have half or less than its starting HP.

Counter Attack: Whenever this piece is hit by an attack, make a save of 11. On a success, this defending piece can immediately make an attack against that Attacker.

Death Strike: +10 Damage against an enemy that is adjacent to an allied piece.

Draw Fire: If an opponent's piece attacks an ally, you can force that opponent to target this piece instead (provided that opponent can choose this piece as a target). The Attacker can resist this effect with a save of 11. You must decide to use this ability before the Attacker makes the attack.

Immobilizing Rend: If both of this piece's attacks hit the same enemy, that enemy cannot move this Round.

Mobile Attack: Can move both before and after attacking.

Painful Screech: Replaces attacks: -10 HP to each piece within 3 spaces.

Smuggler's Luck: If this piece is adjacent to an ally at the start of a round, roll twice for initiative.

Swarm +2: +2 Attack against an opponent's piece for each allied piece adjacent to that opponent.

The Power Pair

- The first player takes the **Ng'ok** and places it in The Dejarik. They then take **Grimtaash the Molator** and places him in any space in the Middle Orbit.
- The second player takes one of any of the remaining pieces and places it anywhere in the Outer Orbit.
- Play proceeds as normal, except the second player cannot attack Grimtaash the Molator at any point as long as the Ng'ok lives.
- Once the second player's first piece is defeated, begin again with one of the remaining five pieces. Any damage on the Ng'ok or Molator remains. Defeated pieces may not be used again.
- Continue this until either: All six of the second player's pieces are defeated OR both of the first player's pieces are defeated.
- **Objective**: The last player with one or more pieces on the board wins.

King of the Hill

- Play proceeds as normal with the following additions:
- The Outer Orbit is a **Safe Zone**. This means no Attacks can be made *by a piece* in the Outer Orbit and no Attacks can be made *towards a piece* in the Outer Orbit.
- While a piece is in The Dejarik, the player who owns it may replace its attacks and call out "*Dejarik!*" instead. Once a piece has called "*Dejarik!*" all enemy pieces **must** attack that piece if they can. If they cannot, they must move towards that piece. These effects last until the piece that called "*Dejarik!*" leaves The Dejarik or is defeated.
- Also, instead of attacking, **any** piece may attempt to **Push** an adjacent opponent's piece into any other adjacent space. But beware, for this puts both pieces at risk! To Push, a player declares they are replacing their pieces attack with a Push. Both players roll 1d20. The piece who is Pushing adds their Attack modifier to the roll. The Defender adds nothing. Compare the results to the **Pushing Results Chart**.

PUSHING RESULTS CHART (Tim Ballard)	
IF...	**THEN...**
...the Attacker beats the Defender by 7 or more...	...the Defender's piece is **Pushed +10 Damage**.
...the Attacker beats the Defender by 6 or less...	...the Defender's piece is **Pushed**.
...the Attacker and Defender tie...	...the Attacker's piece is **Pushed**.
...the Defender beats the Attacker by 6 or less...	...the Attacker's piece is **Counter-pushed**.
...the Defender beats the Attacker by 7 or more...	...the Attacker's piece is **Counter-pushed +10 Damage**.

3 Player Free-For-All

- All players roll 1d20. The highest roll is the first player, the middle roll is the second player, and the lowest roll is the third player.
- Player 1 picks the first piece.
- Player 2 picks one piece.
- Player 3 picks **two** pieces.
- Player 2 picks one piece.
- Player 1 picks one piece.
- The last two pieces are set aside.
- The first player places their pieces in two adjacent spaces, followed by the second and third players. The pieces should be positioned so that there are two spaces between each opponent.
- Play proceeds as normal, rotating clockwise from the player who starts each round. Last player with one or more pieces on the board wins.

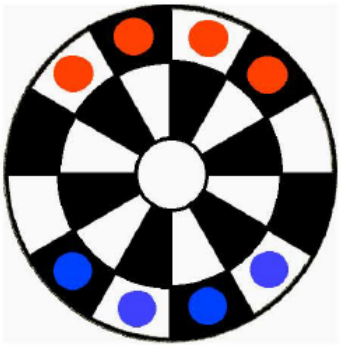
Paper Dragon Folding (July 2014)

https://paperdragonfolding.wordpress.com/2014/07/10/dejarik-rules/



Setup

- Dejarik is played with 2 Players.
- **Players need**: Dejarik pieces and a Dejarik Board.
- Randomly determine who gets what pieces.
- Randomly determine the first player.
- Each player (beginning with the first player) will take turns placing one of their pieces on the board. Place pieces in the four space in the Outer Orbit opposite to each other.
- Once all pieces are placed, players are ready to begin playing.



Objective

A player wins by capturing all of their opponent's pieces.

The Board

- A Dejarik Board is circular. It is made of 25 spaces divided into three rings, called **Orbits**, and 12 segments, called **Rays**.
- There is an *Outer Orbit* (12 spaces), a *Middle Orbit* (12 spaces), and a *central Orbit* (1 space). The central Orbit is called **The Dejarik**.

- A **Ray** is all the spaces that make a straight path from one side of the board to the other (5 spaces).

The Pieces

- Dejarik is played with eight pieces, each with its own unique movement and capturing method.
- The players sit on opposite sides of the board, each controlling four of the pieces.
- The pieces are: The ***Mantellian Savrip***, The ***Kintan Strider***, The ***Ghhhk***, ***Grimtaash the Molator***, The ***Monnok***, The ***Ng'ok***, The ***Houjix,*** The ***K'lor'slug***.

ABILITY CHART (Paper Dragon Folding)								
PIECE	KINTAN	SAVRIP	K'LOR'SLUG	MOLATOR	HOUJIX	MONNOK	NG'OK	GHHHK
MOVEMENT	4	4	3	3	2	2	1	1
ATTACK	Take Place	Jump	Take Place	Jump	Take Place	Jump	Take Place	Jump

Play & Abilities

- On a turn, a player must move around the board and take their opponent's pieces according to their own pieces rules.
- **Movement** represents the number of spaces a piece must move if used. A piece must be moved the full amount of spaces indicated by its Movement ability. Only move orthogonally, not diagonally. Diagonal pieces are not considered adjacent.
- **Attack** represents how that piece captures an opponent's pieces. Attacking happens through moving pieces. While moving a piece that can *Jump*, during their movement the piece leaps over an opponent's piece and must land on the other side to capture (jumping counts as moving only a single space, not two). For pieces that *Take Place* to capture, they simply must end their movement in a space that is currently occupied by an opponent's piece.
- If a piece is captured it is removed from the board.

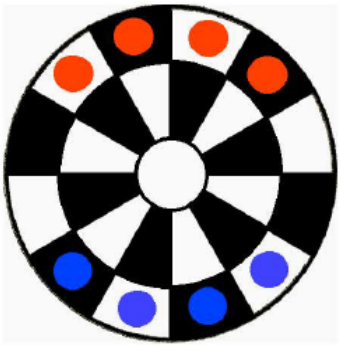
DalsianDon (November 2010)

http://www.bloomilk.com/Forums/default.aspx?g=posts&t=6008 (April, v1 rough draft)
http://swmgamers.com/forums/viewtopic.php?f=3&t=9995 (November, v2 final draft)



Setup

- Dejarik is played with 2 Players.
- **Players need**: a set of polyhedral dice each, Dejarik pieces, and a Dejarik Board.
- Randomly determine who gets what pieces, rolling off with the dice for each piece.
- Each player rolls one d20 for initiative. The highest number chooses who will go first.
- Each player (beginning with the second player) will take turns placing one of their pieces on the board. Place pieces in the four space in the Outer Orbit opposite to each other.
- Once all pieces are placed, players are ready to begin playing.



Objective

A player wins by defeating all of their opponent's pieces.

The Board

- A Dejarik Board is circular. It is made of 25 spaces divided into three rings, called **Orbits**, and 12 segments, called **Rays**.
- There is an *Outer Orbit* (12 spaces), a *Middle Orbit* (12 spaces), and a *central Orbit* (1 space). The central Orbit is called **The Dejarik**. The Outer Orbit is a *safe zone*. This

means no Attack actions can be made *by a piece* in the Outer Orbit and no Attack actions can be made *towards a piece* in the Outer Orbit.
- A **Ray** is all the spaces that make a straight path from one side of the board to the other (5 spaces).

The Pieces

- Dejarik is played with eight pieces, each with its own unique movement, defensive, and offensive capabilities.
- The players sit on opposite sides of the board, each controlling four of the pieces.
- Power pieces have high ratings in all three abilities.
  The two Power pieces are the ***Mantellian Savrip*** and the ***Monnok***.
- Middle pieces have mid-range ratings in all three abilities.
  The two Middle pieces are the ***Houjix*** and ***Ghhhk***.
- Defense pieces have high Defense ratings, but low Attack.
  The two Defense pieces are the ***Kintan Strider*** and the ***Ng'ok***.
- Offense pieces have high Attack ratings, but low Defense.
  The two Offense pieces are the ***K'lor'slug*** and ***Grimtaash the Molator***.
- These eight are the most commonly used pieces. A variety of additional pieces exist, including starships, droids, mythical warriors, gravball personalities, and politicians (politicians being the most popular variant pieces). These variant pieces also may have different abilities than the basic Attack, Defense, and Movement.

ABILITY CHART (DalsianDon)								
TYPE	**POWER**		**MIDDLE**		**DEFENSE**		**OFFENSE**	
PIECE	SAVRIP	MONNOK	HOUJIX	GHHHK	KINTAN	NG'OK	KLORSLUG	MOLATOR
ATTACK	6 + d6	6 + d6	4 + d8	4 + d8	2 + d10	3 + d8	7 + d4	8 + d4
DEFENSE	6 + d6	5 + d6	4 + d8	3 + d8	7 + d4	8 + d4	3 + d8	2 + d10
MOVEMENT	2	3	1	2	3	1	3	2

Play & Abilities

- On a turn, a player must make **two actions with one of their pieces**.
- There are two actions a player can make with their pieces: **Move** or **Attack**.
  (i.e. With one of their pieces, a player can move twice, attack twice, move then attack, or attack then move.)
- **Movement** represents the number of spaces a piece must move when making a Move action. A piece must be moved the full amount of spaces indicated by its Movement ability. Only move orthogonally, not diagonally. Diagonal pieces are not considered adjacent. Pieces cannot be moved into a space currently occupied by another piece.

- **Attack** represents that piece's base Attack rating and their Ability Dice. To make an Attack action, a player's piece must be positioned adjacent to an opponents. Declare an Attack action on the adjacent piece. The Outer Orbit is a *safe zone*. This means no Attack actions can be made *by a piece* in the Outer Orbit and no Attack actions can be made *towards a piece* in the Outer Orbit.
- **Defense** represents that piece's base Defense rating and their Ability Dice. Defending is not an action a player can take. It is what a player will do when being attacked by the opposing player.
- When attacking or defending, both players roll 2d10 and their pieces Ability Dice (e.g. d4, d10). Add the results to that pieces base Attack or Defense.
- Compare the results to the **Battle Results Chart**.

BATTLE RESULTS CHART (DalsianDon)	
IF...	**THEN...**
...the Attacker beats the Defender by 7 or more...	...the Defender's piece is **Killed**.
...the Attacker beats the Defender by 6 or less...	...the Defender's piece is **Pushed**.
...the Attacker and Defender tie...	...the Attacker's piece is **Counter-pushed**.
...the Defender beats the Attacker by 6 or less...	...the Attacker's piece is **Counter-pushed**.
...the Defender beats the Attacker by 7 or more...	...the Attacker's piece is **Counter-killed**.

- If a piece is **Killed**, that means that the attacking piece wins and the defending piece is removed from the board. A **Counter-kill** is when the defending piece wins against the Attacker.
- If a piece is **Pushed**, that means a piece is relocated into an adjacent unoccupied space. The space chosen is decided by the one who is pushing. A **Counter-push** is when the defending piece wins against the Attacker.

Sudden Death

- If each player only has one piece remaining the two pieces move to The Dejarik.
- Players take turns attacking each other until a Kill or Counter-kill happens.
- Whichever players piece survives, this player has won Dejarik.

(MK v2. Differences: Second player begins placing pieces, uses polyhedral dice, and Outer Orbit is a safe zone.)

DalsianDon Advanced Rules

King of the Hill

All Attack actions can only be made towards pieces in The Dejarik or come from pieces in The Dejarik. This leaves the Outer Orbit a *safe zone*, but requires more movement toward The Dejarik.

The Death Push

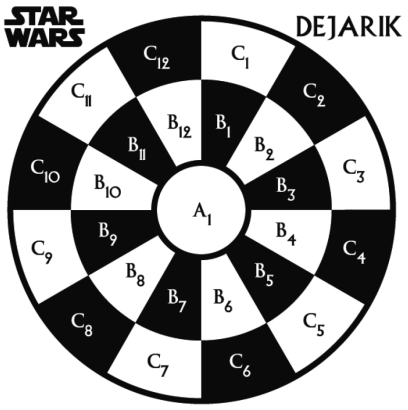
When a defending piece has been pushed by an Attacker but it is surrounded by an opponent's pieces on four sides, or has no legal space to be pushed into it is Killed instead. This cannot take place on a Counter-push, only an Attack action can allow this.

20 Sides of Terror

- This format requires a d20.
- When making attacking or defending, instead of using 2d10's simply use 1d20 instead. All other dice actions are unchanged.

Rays of Death

- This format requires a d12.
- Roll 1d12 and 1d3 (1d6 divided by 3: 1-2=1, 3-4=2, 5-6=3). The d3 result represents the Orbit, and the d12 result represents the Ray. This designated space is the only place combat can be directed towards or come from. The board is oriented to the first player.
- Each piece must be used once before it can be used again. So a player must use all of their pieces they currently have on the board before they can use the same piece again.
- If an Attacker kills a Defenders piece, the Defender may use all their remaining unused pieces to make a free Attack action each, **after** the Attacker has used all their remaining pieces. If pieces are not positioned to Attack, then they do not get an Attack action.



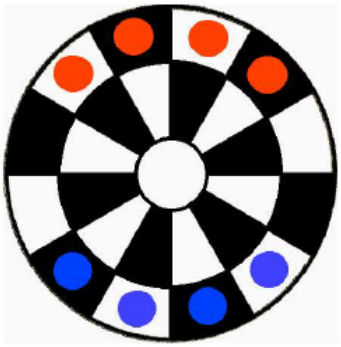
Mike Kelly (2008)

https://www.youtube.com/watch?v=QD0FDb1f0VU
http://www.vassalengine.org/mediawiki/images/5/5e/Dejarik_Rules.pdf



Setup

- Dejarik is played with 2 Players.
- **Players need**: 8 6-sided dice (d6) each, Dejarik pieces, and a Dejarik Board.
- Randomly determine who gets what pieces, rolling off with the dice for each piece.
- Randomly determine the first player, rolling off with the dice.
- Each player (beginning with the first player) will take turns placing one of their pieces on the board. Place pieces in the four space in the Outer Orbit opposite to each other.
- Once all pieces are placed, players are ready to begin playing.



Objective

A player wins by defeating all of their opponent's pieces.

The Board

- A Dejarik Board is circular. It is made of 25 spaces divided into three rings, called **Orbits**, and 12 segments, called **Rays**.
- There is an *Outer Orbit* (12 spaces), a *Middle Orbit* (12 spaces), and a *central Orbit* (1 space). The central Orbit is called **The Dejarik**.

- A **Ray** is all the spaces that make a straight path from one side of the board to the other (5 spaces).

The Pieces

- Dejarik is played with eight pieces, each with its own unique movement, defensive, and offensive capabilities.
- The players sit on opposite sides of the board, each controlling four of the pieces.
- Power pieces have high ratings in all three abilities.
  The two Power pieces are the ***Mantellian Savrip*** and the ***Monnok***.
- Middle pieces have mid-range ratings in all three abilities.
  The two Middle pieces are the ***Houjix*** and ***Ghhhk***.
- Defense pieces have high Defense ratings, but low Attack.
  The two Defense pieces are the ***Kintan Strider*** and the ***Ng'ok***.
- Offense pieces have high Attack ratings, but low Defense.
  The two Offense pieces are the ***K'lor'slug*** and ***Grimtaash the Molator***.
- These eight are the most commonly used pieces. A variety of additional pieces exist, including starships, droids, mythical warriors, gravball personalities, and politicians (politicians being the most popular variant pieces). These variant pieces also may have different abilities than the basic Attack, Defense, and Movement.

ABILITY CHART (Mike Kelly)								
TYPE	**POWER**		**MIDDLE**		**DEFENSE**		**OFFENSE**	
PIECE	SAVRIP	MONNOK	HOUJIX	GHHHK	KINTAN	NG'OK	KLORSLUG	MOLATOR
ATTACK	6	6	4	4	2	3	7	8
DEFENSE	6	5	4	3	7	8	3	2
MOVEMENT	2	3	1	2	3	1	3	2

Play & Abilities

- On a turn, a player must make **two actions with one of their pieces**.
- There are two actions a player can make with their pieces: **Move** or **Attack**.
  (i.e. With one of their pieces, a player can move twice, attack twice, move then attack, or attack then move.)
- **Movement** represents the number of spaces a piece must move when making a Move action. A piece must be moved the full amount of spaces indicated by its Movement ability. Only move orthogonally, not diagonally. Diagonal pieces are not considered adjacent. Pieces cannot be moved into a space currently occupied by another piece.
- **Attack** represents the number of d6's the owner of that piece rolls when making an Attack action. To make an Attack action, a player's piece must be positioned adjacent to an opponents. Declare an Attack action on the adjacent piece.

- **Defense** represents the number of d6's a player must roll when their piece is being attacked by an opponent. Defending is not an action a player can take. It is what a player will do when being attacked by the opposing player.
- When attacking or defending, roll the combating pieces respective number of dice.
- Compare the dice results to the **Battle Results Chart**.

BATTLE RESULTS CHART (Mike Kelly)	
IF...	**THEN...**
...the Attacker beats the Defender by 7 or more...	...the Defender's piece is **Killed**.
...the Attacker beats the Defender by 6 or less...	...the Defender's piece is **Pushed**.
...the Attacker and Defender tie...	...the Attacker's piece is **Counter-pushed**.
...the Defender beats the Attacker by 6 or less...	...the Attacker's piece is **Counter-pushed**.
...the Defender beats the Attacker by 7 or more...	...the Attacker's piece is **Counter-killed**.

- If a piece is **Killed**, that means that the attacking piece wins and the defending piece is removed from the board. A **Counter-kill** is when the defending piece wins against the Attacker.
- If a piece is **Pushed**, that means a piece is relocated into an adjacent unoccupied space. The space chosen is decided by the one who is pushing. A **Counter-push** is when the defending piece wins against the Attacker.

Sudden Death

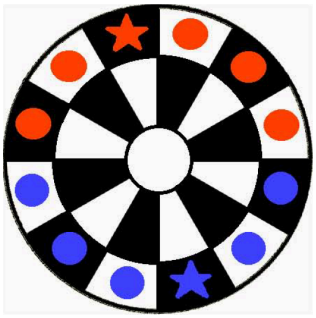
- If each player only has one piece remaining the two pieces move to The Dejarik.
- Players take turns attacking each other until a Kill or Counter-kill happens.
- Whichever players piece survives, this player has won Dejarik.

(MK v1)

Mike Kelly: Courtier

Setup

- **Player need**: five Guard pieces and one King piece in their color.
- Pieces are laid out along the Outer Orbit near their owners.
- The King has three Guards on the left and two on the right.
- Randomly determine the first player.



Objective

A player wins by capturing their opponent's King.

Play

- Move a piece a single orthogonal space per turn, not diagonally. Diagonal pieces are not considered adjacent. Pieces cannot be moved into a space currently occupied by another piece.
- A capture occurs when a player surrounds an enemy piece with two of his own, either along the same Orbit or the same Ray. A capture occurs only when three pieces are involved.

Double Capturing

A Double Capture happens when a player moves a piece where they could capture an opponent's but also be captured. When this occurs both pieces are considered captured and removed simultaneously.



(Based on Hnefatafl)

Igor Barzilai (aka Groi's Rules) (2007)

http://zeelay.free.fr/star-wars-artisanal/
https://mega.nz/#!ChgzDRTb!P3ZIpkqsPJskSYNnkFgMTj04owd41-dNr8xivfq0ktI



Setup

- Dejarik is played with 2 Players.
- **Players need**: 4 pawn pieces each (or Dejarik pieces) and a Dejarik Board.
- Randomly determine the first player of Round 1. Players will alternate each Round.
- Place pieces on the board.
- Once all pieces are placed, players are ready to begin playing.



Objective

A player wins by gaining 12 points.

The Board

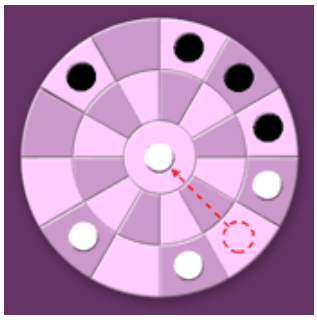
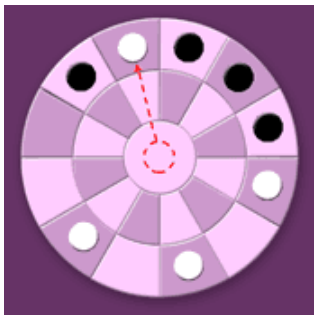
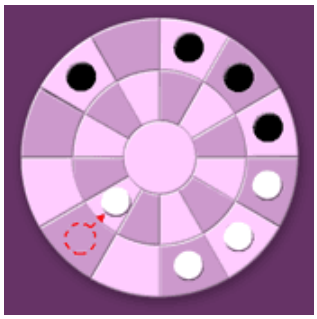
- A Dejarik Board is circular. It is made of 25 spaces divided into three rings, called **Orbits**, and 12 segments, called **Rays**.
- There is an *Outer Orbit* (12 spaces), a *Middle Orbit* (12 spaces), and a *central Orbit* (1 space). The central Orbit is called **The Dejarik**.
  The Outer Orbit and The Dejarik are **Safe Zones** where pieces cannot be Captured. The Middle Orbit is the only place pieces can be Captured.
- A **Ray** is all the spaces that make a straight path from one side of the board to the other (5 spaces).

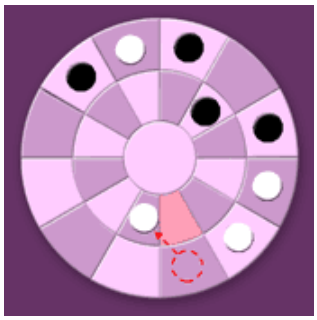
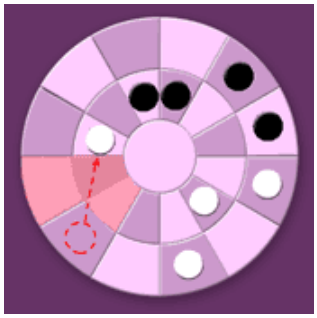
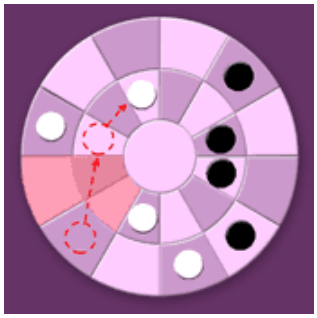
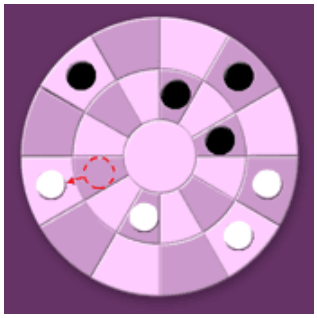
The Pieces

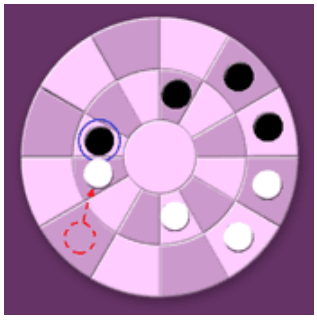
- Dejarik is played with eight pawn pieces, four in one color and four in an opposing color.
- The players sit on opposite sides of the board, each controlling four of the pieces.
- Only one piece can occupy a space at a time.

Play (Moves & Capturing)

- Pieces can only move as long as there are no other pieces in their path of movement.
- Players must make **one move** on their turn. If no legal moves are available, that player forfeits their turn.
- There are seven possible moves available to each player.

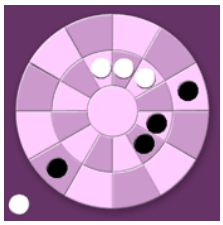
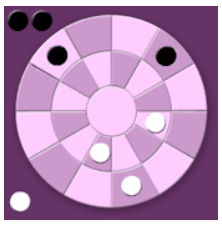
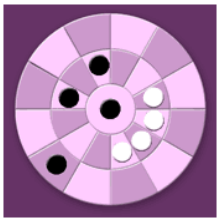
MOVE CHART	
MOVE	**EXAMPLE**
Dejarik A piece in Outer Orbit moves 2 spaces into The Dejarik. Both The Dejarik and the intervening space in Middle Orbit must be unoccupied.	
Reverse Dejarik A piece in The Dejarik moves 2 spaces into Outer Orbit. Both the space in Outer Orbit and the intervening space in Middle Orbit must be unoccupied.	
Straight Exit A piece in Outer Orbit moves 1 space orthogonally into Middle Orbit if that space is unoccupied.	

Single Diagonal Exit	
A piece in Outer Orbit moves 1 space orthogonally into Middle Orbit, then 1 space left or right. Both those spaces must be unoccupied. Can't be played on a player's first turn.	
Double Diagonal Exit	
A piece in Outer Orbit moves 1 space orthogonally into Middle Orbit, then 2 spaces left or right if those spaces are unoccupied. The space to the left or right (the direction the piece goes) of the original space must also be unoccupied.	
Boosted Exit	
On a Diagonal Exit (Single or Double), if the piece placed into Middle Orbit is now adjacent to an ally piece in Outer Orbit, the Exiting piece must move 2 additional spaces in the same direction as the original Exit, if possible. If the moved piece is again adjacent to an ally in Outer Orbit, another boost is made, and so on, if possible. A Boost is only possible if both the Boosted spaces are unoccupied, including in the case of a Capture.	
Return	
A piece in Middle Orbit moves 1 space orthogonally into Outer Orbit if that space is unoccupied. **This is the only move a piece in Middle Orbit can make**.	

Capture	
On a Diagonal Exit (Single, Double, or Boosted), if the moved piece is adjacent to an opposing piece also in Middle Orbit, the opposing piece is Captured and removed from the board. If a player can Capture an opponent's piece and be Boosted at the same time, **they do not Boost**.	

Ending the Round & Scoring

- If a player scores **any** points, the Round ends.
- If both players forfeit their turns because no legal moves are available, the Round ends.
- If repeated moves result in the same board position at least 3 times, the Round ends in a draw.
- If all the pieces are blocked, then the Round ends in a draw.
- When a Round ends, reset the board and begin a new Round until there is a winner.

SCORING CHART	
1 Point: If a player has three of their pieces adjacent in Middle Orbit.	
2 Points: If a player Captures two of the opponent's pieces.	
3 Points: If a player has four of their pieces adjacent in Middle Orbit.	

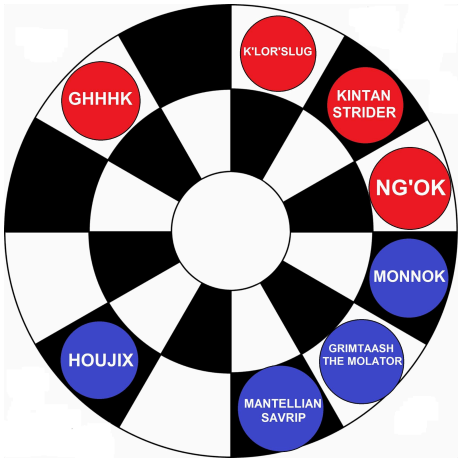
Igor Barzilai Variants

The Wookie Rules

- A piece can move 1 space orthogonally, but cannot enter The Dejarik this way.
- A piece in Outer Orbit can move 2 spaces into The Dejarik. Both The Dejarik and the intervening space in Middle Orbit must be unoccupied.
- A piece in The Dejarik can move 1 space into Middle Orbit.
- A player cannot move a piece from a space then on their next turn move that same piece back to that space.
- A player can Capture an opponent's piece by moving their piece from Outer Orbit to Middle Orbit diagonally and displacing the opposing piece there. Captures are the only time diagonal movement is allowed.
- Scoring proceeds as normal.

Holochess Dejarik

- Play proceeds as normal except for the following changes to pieces and setup.



ABILITY CHART (Igor Barzilai)				
TYPE	**Brute**	**Predator**	**Scout**	**Guardian**
TEAMS	K'lor'slug	Ng'ok	Ghhhk	Kintan Strider
	Mantellian Savrip	Monnok	Houjix	Grimtaash the Molator
SPECIAL	The piece may capture an opposing piece by making a long Diagonal Exit of as many spaces as desired, so long as the path is clear in both the Outer Orbit and Middle Orbit.	This piece cannot stay in The Dejarik for more than a single turn.	None	This piece may make an additional 4 space Boost, after making **any** kind of Exit (Boosted, Straight, Diagonal, etc.).

Glossary

Terms

Dejarik Board: A round game board with 25 spaces. Sometimes called a Demesne.
Orbit: The circular rings of spaces on a Dejarik Board.
Outer Orbit: The 12 spaces on the outer ring of a Dejarik Board.
Middle Orbit: The 12 spaces on the inner ring of a Dejarik Board.
The Dejarik: The round center space on a Dejarik Board.
Ray: The 5 spaces going from one side of the board, through the Orbits and The Dejarik, to the opposite side.
Safe Zone: An area on the Dejarik Board where pieces cannot be removed from play.

Piece: An abstract model or token used to represent a specific function or mechanic of the game, controlled by the players.
Type: A categorical organization of pieces of the game.
The Brute: Typically an important or very powerful type of piece.
The Predator: Typically an aggressive or attack-focused type of piece.
The Scout: Typically a piece that is good at moving around the board.
The Guardian: Typically a supporting or protective type of piece.
Abilities: The statistics/ratings/scores a piece has in a certain area, which measures their strengths and weaknesses.
Ability Chart: A succinct source of information that contains all the Abilities of the pieces involved in playing.
Attack: A measurement of a piece's ability to remove opposing pieces from the board.
Defense: A measurement of a piece's ability to protect itself from being removed from the board.
Movement/Speed: A measurement of a piece's ability to traverse the spaces on the board.
Range: A measurement of a piece's area of attack.
Health/HP: A measurement of a piece's vitality.
Special Ability: A unique skill that provides strategic value.

Initiative: The ability to go first in a Turn or Round. If someone "has the Initiative" then they go first or decides who goes first.
Round: An increment of time used to split up sections of a game. Usually there are effects that happen at the end of a Round.
Turn: An action made by a player that changes the game in some way. Several Turns can be grouped together to make a Round.
Action: A measurement of a players turn. After so many Actions a players turn is considered over. An action changes the board.
Attack action: When one piece initiates a scenario to remove an opposing piece from the board.
Move action: When a player intentionally relocates their piece(s) to occupy a new space.
Stand Up action: When a player recovers a piece from the Prone position.
Attacking/Attacker: A piece that is attempting to remove an opposing piece from the board.
Defending/Defender: A piece that is attacked may react to protect itself, potentially doing harm to the Attacker.

Battle Result Chart: A succinct source of information that contains all the outcomes of a battle between two opposing pieces.
Kill/Capture: To remove a defending piece from the board while attacking.
Push: To relocate a defending piece to an adjacent space while attacking.
Counter-kill: To remove an attacking piece from the board while defending.
Counter-push: To relocate an attacking piece to an adjacent space while defending.
Flanking: A strategic positioning of pieces to gain an advantage while attacking.
Reinforcing: A strategic positioning of pieces to gain an advantage while defending.
Retreating: Both pieces are Pushed in a tie.
Prone: When a piece is knocked over. It's abilities are weakened and must spend an action to recover from the setback.
Sudden Death: A scenario when both players only have a single piece left. A fight to the death, luck of the dice.

In-universe Versions of Dejarik through History:

1. Shah-tezh (9 pieces for each player, square board)
2. Chess (8 pieces for each player, square board)
3. Moebius (Unknown) (I like to think it's like Brad Bambara's Dejarik)
4. Lia Kyedts (Unknown)
5. Courtier (5 pieces for each player, round board)
6. Dejarik (4 unique pieces for each player, round board)

Versions of Dejarik (Fan-made and Official):

1. (??? 2007) Igor Barzilai
2. (??? 2008) Mike Kelly (MK v1)
3. (Nov 2010) DalsianDon (MK v2)
4. (Jul 2014) Paper Dragon
5. (Aug 2014) Tim Ballard (Based on Star Wars Miniatures)
6. (Sep 2015) Brad Bambara (Based on Chess)
7. (??? 2016) Joe Lutovsky (MK v3)
8. (??? 2017) Steve and Ian Martin (MK v1½)
9. (Jun 2017) Noth (MK v4)
10. (Jun 2017) No Name Publishing (MK v5)
11. (Nov 2017) Jedi Challenges (Official Rules)
12. (Aug 2019) Galaxy's Edge (Official Rules)
13. (Aug 2019) Nicole Simeone

Notable Mentions

Dejarik Creations / fadedthrough (2012-2017) (This guy, Martin, is amazing!)
https://imgur.com/gallery/7miXT
https://www.facebook.com/dejarikcreations/

Noth's Lai Kyedts (2017) (Theoretical for roleplay purposes, not playtested or functional)
http://begerencolony.org/index.php?topic=4822.0

/r/Rogue Lieutenant (2017) (Incomplete, failed playtests)
https://www.reddit.com/r/tabletopgamedesign/comments/6coqpz/quick_and_simple_dejarik_holochess_from_star_wars/

/r/SuperKaminoKande (2016) (Incomplete, failed playtests)
https://www.reddit.com/r/tabletopgamedesign/comments/4txzlv/lets_brainstorm_rules_for_dejarik_star_wars/

U'ras (Feb 2014) (For roleplay purposes, not actual game rules)
https://sonsofkorriban.enjin.com/mobile/forum/viewthread/m/2973690/id/14961791-rp-games-play-dejarik

Random User, Serenes Forest (2013) (Copy of Mike Kelly rules, worded very confusingly)
https://forums.serenesforest.net/index.php?/topic/37523-who-wants-to-play-dejarik/

JLEROBUR (2013) (A Spanish copy of Mike Kelly rules)
https://www.deviantart.com/jlerobur/art/The-game-Dejarik-406981013

ABILITY CHART (Chess)		
PIECE	**#**	**MOVE/ATTACK**
Pawn	8	Move 1 space forward. May move 2 spaces on that pieces first move. Attack 1 space diagonally. Upon reaching the opposite side of the board, the pawn is upgraded into any piece of the owners choosing.
Knight	2	Move 1 space in any direction, then 2 spaces in a perpendicular direction (like an L-Shape). Jumps over other pieces.
Bishop	2	Diagonally any number of spaces.
Rook	2	Orthogonally any number of spaces.
Queen	1	Orthogonally or diagonally any number of spaces.
King	1	1 space orthogonally or diagonally. If a player's King is Captured, they lose the game.

Coming Soon: Print n’ Play

Coming Soon: Sabacc!

I will at some point, begin researching Sabacc and it's variants and fan-made rules. From the little research I've already done it appears that there are fairly set in stone rules already. There was a Han Solo Card Game that Hasbro made to promote Solo: A Star Wars Story that is *possibly* the canon ruleset. Until August 2018, Lucasfilm did not actually own the rights to Sabacc! A company called Ren Ventures did. There was a lawsuit that went on for a few years, but in that time Lucasfilm wanted to put *something* out like Sabacc to go along with Solo. More research is needed before any real conclusions can be made.

Hope to update this section soon!