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# LEGEND ~ SHIP, CAPTAIN, CREW

A Chess Variant By Simon Edward Jepps

## Introduction

*Legend ~ Ship, Captain, Crew* is an 8x8 variant played with a standard *Chess* set but incorporating SIX regular 6-sided dice, ONE a different colour or style.

There is a dice game dating back at least 100 years called *Ship, Captain, Crew* and it has been a popular sailor's game ever since the early 20th century. I stumbled upon this game just recently and being both a Yahtzee fan and a swashbuckling adventurer fanatic, it immediately struck a chord deep in my heart.

Yet of course the adventurer part of me wanted thus to augment the game from a mere handful of five dice into something so swashbucklingly awesome, that even the legendary Captain Nemo would be proud to play. Herewith, may I present unto you... '*Legend ~ Ship, Captain, Crew*'.



## Playing Legend SCC

This game is effectively a game of *Chess* played in tandem with *Ship, Captain, Crew*. So let me first explain the rules of *SCC*.

### *Ship, Captain, Crew*

You have FIVE 6-sided dice and THREE rolls per turn.

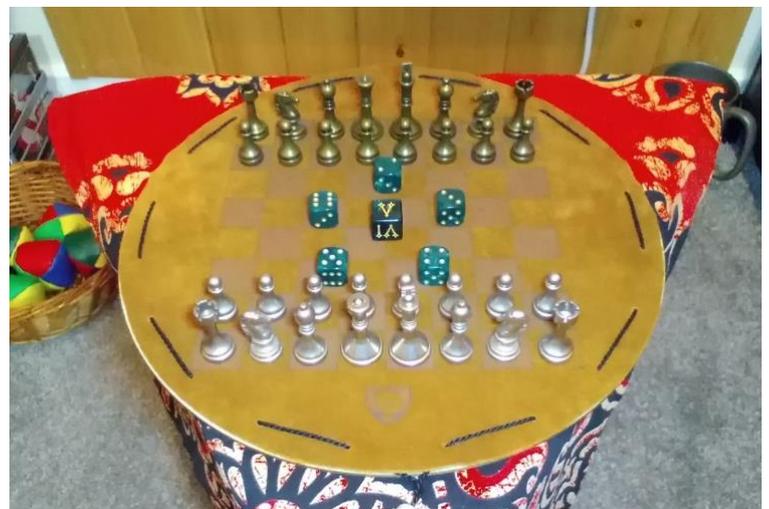
You MUST roll a:

- 6 = *Ship*
- 5 = *Captain*
- 4 = *Crew*

...in order to score your *Cargo* = *the remaining two dice*.

You may RE-roll some or all of the dice a maximum of TWO more times to attempt getting the essential 6/5/4 granting you the total of your *Cargo*... BUT if you DO NOT succeed in getting the 6/5/4 then you DO NOT score any *Cargo*.

Play would usually continue to an agreed target or number of turns whence the highest accumulated *Cargo* score wins.



## Legend ~ Ship, Captain, Crew

This game adds into the recipe a standard **Chess** set and ONE extra 6-sided die of a different colour or style. Officially this extra die features roman numerals instead of dots, whereas the other five dice feature dots.

This extra 6-sided die is called the **Legend** die.

The **Legend** die is rolled at the same time, or separately in the same turn.

The **Legend** die represents TWO things:

- Which pieces on the **Chess** board you may move in the current turn & their worth.
- A secondary score tally, affected by **Chess** moves, which after 3 rounds contributes to your **Grand Score**.

Yet whilst the five regular dice may be re-rolled TWICE and still acquire a score, the **Legend** die may **ONLY be re-rolled ONCE** and still score but if **re-rolled TWICE** then only move without score.

So, each turn players roll ALL SIX dice (either together or 5/1) and attempt to score **Cargo** whilst also moving a piece on the **Chess** board.

The **Chess** move can be made before or after the **Cargo** has been finalized ~ but if attempting **Hidden Treasure** it would make more sense to move first.

- Should a player LOSE the **Chess** game, then the round ends - and only THEN does the round end. At this moment we see the surrendering of **Cargo** from one player to the other.

The **WINNER** of the **Chess** game (*who must actually capture the opponent King*) gains a **BONUS Cargo** score taken from their opponent's **Cargo** ~ EQUAL to the **SUM**-value of all pieces the **WINNER** captured during the game, including the **King** ~ **PLUS 5 points Legend**.

The **LOSER** of the **Chess** game thus **LOSES the same number of points** in **Cargo** hereof surrendering this to the winning opponent. However **NO Legend** is deducted.

**Legend** is NEVER deducted, only **Cargo** may be deducted. **Legend** is not a 'currency' it is only a representation of piece worth / player honour. **Cargo** IS the currency used to buy/sell pieces, receive treasure and/or surrender to a victor.

## The King & The Genie

There is **NO** Check or Check-Mate.

The **King** CAN and MUST be physically captured.

- **King Strikes** (aka 'Check' in classical Chess) contribute **1 point** each to thy **Legend** score & **Capture** of the **King** awards **5 Legend points**.
- A player may **Castle** the **King** in the classical way, when rolling a **5 Legend**.
- The **King** may **ONCE** in the game summon a **Genie** and **Teleport** to a random **VACANT** square, within the central **6x6** arena, decided by the roll of **TWO** dice. If the given square(s) is **NOT** vacant the **King** **CANNOT Teleport**.
  - The two dice will give two numbers/coordinates which can be read backwards or forwards from either player's point of view. For example, 5+3 = **5x,3y** or **3y,5x**. The **number 1** representing **file b** or **rank 2** and the **number 6** representing **file g** or **rank 7** from **White's** point of view and vice versa for **Black**. So **5x,3y** would be either the **squares f4** or **d6** from **White's** point of view. Thus the player will have a **CHOICE** of **TWO** squares unto which he/she may **Teleport**.

**Legend ~ Ship, Captain, Crew**  
A LEGENDARY CHESS VARIANT BY SIMON E JEPPE  
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Ship Captain Crew

Cargo = 7

Cargo = 5 pts King

Legend

The KING value (5) shown on the Legend die allows the player to move any piece up to that value. Thus also Rook (4), Bishop (3), Knight (2) & Pawn (1), but not Queen (6).

A combination of Chess & SCC over 3 rounds. Each round ends when a King is captured. The loser must surrender unto the winner of the Chess game an amount of Cargo equal to the sum-value of pieces lost to the opponent.

King Strikes (aka 'Check' in regular Chess) score 1 point Legend each & capture of the King 5 points Legend. Pieces captured can be bought back for 5x their value in Cargo, but only if placeable on their start square and if the opponent agrees. Here 5x the piece value is deducted from thy Cargo score and added to the opponent's Cargo score. Entering a piece counts as ONE move. Pieces may also be 'bartered' between players.

Hidden Treasure is awarded via the roll of 2 dice when a player either Castles his King or reaches a Pawn unto the penultimate rank. The 'hidden treasure' is the sum-total of the 2 dice. After 3 rounds each player totals & combines their 2 score tallys. The player with the highest score wins.



## Piece Values / Legend

The **Legend** die may **ONLY be re-rolled ONCE** and still score but if **re-rolled TWICE** then only move without score. Thus like the other dice, a total of 3 rolls are permitted, but if a 3rd then you forfeit the actual score.

Each value on the **Legend** die represents a different piece & score, as follows.

- 1 = Pawn
- 2 = Knight
- 3 = Bishop
- 4 = Rook
- 5 = King
- 6 = Queen

These values function to:

- Dictate which pieces may be moved in the current turn.
  - If you cannot move a piece you forfeit your move.
- Create and grow your **Legend** score.
  - If you forfeit your move you **do not** score **Legend**.
- Represent a 'piece worth' for **bartering** pieces.
  - Piece trades are taken or added to your **Cargo** score.

Rolling a higher **Legend** number allows for ANY of the lower value pieces to move, but **ONLY ONE PIECE** may be moved by a player during his/her turn, unless **Castling**. Thus a value of 4 activates the **Rook** in addition to lower valued pieces, but only a 5 or 6 activates the **King** & thus **Castling**.

- Pieces CAPTURED can be **bought back** for FIVE times their **Legend** value in **Cargo**, or **bartered**, but only if placeable on their start square and if the opponent agrees. Here 5x the piece value is deducted from thy **Cargo** score and added to the opponent's **Cargo** score. Entering a piece counts as ONE move. **Bartering** pieces is elaborated on later.

**Legend** is not a 'currency' it is only a representation of piece worth / player honour. **Cargo** IS the currency used to buy/sell pieces, receive treasure and/or surrender to a victor.

Whilst a **Knight** & **Bishop** are arguably of similar value in classical **Chess**, for this game the points are merely for convenient function of the die and to allow re-evaluation of **Scores**.

Besides in truth a **Bishop** is marginally more valuable than a **Knight** anyway.

## Scoring Guide

Each player maintains TWO score tallies - one for **Cargo** and one for **Legend**. The reason they are both separate is because the **Legend** score is tactically affected by how you choose to move on the **Chess** board.

- **Cargo** ~ Physical wealth / currency. A dynamic running total and inventory of treasure awarded which is also used to **barter Chess** pieces or to pay the winning opponent.
  - You **do not** always score **Cargo** since it requires a specific combination of dice outcomes.
  - Aside from **Cargo** itself, **Hidden Treasure**, **Bartered Pieces** and **Chess Victory** contribute to this score.
- **Legend** ~ Decorative wealth / honour. A stable running total of **Chess** points awarded which is therefore influenced by how you choose to move your pieces on the board.
  - You **usually do** likely score **Legend** providing you **can move a piece**, otherwise **no score** is awarded.
  - Aside from **Legend** itself, **King Strikes** (aka 'Check' in classical Chess) contribute **1 point** each to this score & **Capture** of the **King** awards **5 Legend points**.

On each new round the two carried-over score totals are written at the top of the player's next column and play continues.

Yet, the **WINNER** of the current round's **Chess** game **ADDS** a **BONUS Cargo** score taken from their opponent's **Cargo** ~ EQUAL to the **SUM**-value of all pieces the **WINNER** captured during the game, including the **King** ~ **PLUS 5 points Legend**, before writing their **NEW** carried-over score totals at the top of the next column.

Whilst, the **LOSER** of the current round's **Chess** game therefore **SUBTRACTS the same number of points** in **Cargo**, hereof surrendering this to the winning opponent, before carrying-over **their** **NEW** score totals. However **NO Legend** is deducted.

Cargo	Legend
9	3
+6	+2
15	5
+8	+6
23	11
--	+3
23	14
+11	+3 +1
34	18
+6	+6
40	24
+5 +8	+5
53	29

Hidden Treasure when Castling!      Strike! (aka Check)

**Legend** is NEVER deducted, only **Cargo** may be deducted.

For example, if the winner captured:

- 3 Pawns = 3 pts
- 1 Knight = 2 pts
- 1 Bishop = 3 pts
- 1 Rook = 4 pts
- 1 Queen = 6 pts
- 1 King = 5 pts

Then the BONUS **Cargo** surrendered by the opponent unto the winner is **23 points**. If the LOSER does not have 23 points in **Cargo** to surrender then they must surrender all/any Cargo they do have.

There are **three** more aspects of scoring; **Bartering Pieces**, **Hidden Treasure** & **King Strikes**. I will explain these now before describing how the **Game Concludes**.

### Bartering Pieces

As mentioned earlier:

- Pieces CAPTURED can be **bought back** for **FIVE** times their **Legend** value in **Cargo**, or **bartered**, but only if placeable on their start square and if the opponent agrees. Entering a piece counts as ONE move.

**Legend** is not a 'currency' it is only a representation of piece worth / player honour. **Cargo** IS the currency used to buy/sell pieces, receive treasure and/or surrender to a victor.

Officially pieces would be bought & sold for **5x** their value or 'worth', however players are at liberty to raise or lower this price as they see fit. Thus players may **barter** for a prized piece.

Thus whence a player '**buys back**' a captured piece, they DEDUCT the value of the piece '**x5**' (or whatever has been agreed) from their **Cargo** score, whilst the selling opponent ADDS the value of the piece '**x5**' (or whatever...) to *their* **Cargo** score.

### Hidden Treasure

An extra element of the game which adds some more swashbuckling fun.

**Hidden Treasure** can be won and added to your **Cargo** on TWO occasions:

- Whence a player **Castles** his **King**.
- Whenever a **Pawn** reaches the penultimate rank.

Whence a player either **Castles** his **King** or places a **Pawn** on the penultimate (7th/2nd) rank of the board, at this moment the player picks up TWO dice and rolls them ONCE. The SUM outcome of the two dice is the value in points of **Hidden Treasure** which is then added to the player's **Cargo** score.

This rule not only spices up the game some more but remedies an ancient dilemma of whence having fought so hard to reach a **Pawn** to the penultimate rank ~ only to then LOSE it before promotion. Rewarding such a **Pawn** with the chance of **Hidden Treasure** makes the achievement much more worthwhile.

**Hidden Treasure** is awarded in addition to the current turn's **Cargo** score.

### King Strikes

Whilst there is NO formal Check or Check-Mate, whereby CAPTURE of the **King** WINS the game:

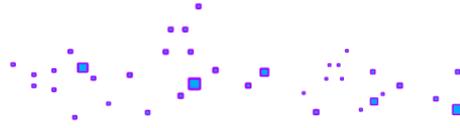
- **King Strikes** (aka 'Check' in classical Chess) contribute **1 point** each to thy **Legend** score & Capture of the **King** awards **5 Legend points**.

Herewith, any move which directly attacks the **King**, regardless of its eventual outcome, contributes **1 point** to your ongoing **Legend** score in that turn & **Capture** of the **King** a final **5 Legend points**.



## Game Concludes

After **THREE ROUNDS** all final scores are combined - the total **Cargo & Legend** scores added together - to give a total singular value **Grand Score**. The player with the highest **Grand Score** wins the entire game.



## Summary

**Legend ~ Ship, Captain, Crew** was passionately created to live up to its name and deliver a swashbuckling **Chess** adventure of epic proportions.

The game has been carefully crafted to deliver not just a game, but a lifetime companion, who in the form of warm entertainment, will travel with you on a fantastical adventure through life itself. Even ~ if you have no apparent opponent.

You see, as I have mentioned in many of my works, **Chess with dice** can be (providing the game is designed livingly well) a greatest **solitaire** pastime with the sacred **AETHER**.

Out of all my games crafted in this way, where utmost honesty to one's self is the key to a recreationally meaningful conversation with existence, I am convinced, **Legend ~ Ship, Captain, Crew** is the ultimate deliverance of this fantastical 'peace in play'.



Indeed if anything else, one may not be able to find a human opponent. There are countries, for example Britain, where Chess clubs are sparse, strong players likewise so and unfortunately public Chess tables are a forbidden infrastructure. I could write a book on that too!

Herewith, in my opinion, there is no greater pleasure to the solitary Chess fanatic than an actually playable solitaire Chess game of fantastical theme. I am a Monk of my own philosophical means and so without a human Chess opponent I must endeavour to enrich my own peaceful company. **Legend ~ Ship, Captain, Crew** is in my humble opinion the greatest remedy to this dilemma.

Now, in regards to the actual logic of the game proper, as played between two good human beings, on this there are a couple of points I have to make.

Firstly, for this game I wanted to preserve somewhat the classical ability to move pieces naturally and so for this reason I decided rather than give players a choice of only two pieces from two dice, instead I would use a hierarchy attributed to one single die.

Herewith the chances of moving each piece are as follows:

**1 = Pawn** / 6 in 6 chance. **2 = Knight** / 5 in 6 chance. **3 = Bishop** / 4 in 6 chance.  
**4 = Rook** / 3 in 6 chance. **5 = King** / 2 in 6 chance. **6 = Queen** / 1 in 6 chance.

This way from the Opening positions there is a higher likelihood of classically themed play, whereby re-rolls only gradually increase as the game progresses and as lower value pieces make way for medium to higher value pieces.

For example, since **Pawns** are of the lowest value, there is a **100%** chance that the player will be able to move one during the Opening. This works because of the dice 'hierarchy' whereby the higher the die value the larger the 'umbrella' of pieces which can be moved.

Likewise therefore, **Knights & Bishops** similarly stand a good chance of being moved during the Opening, thus allowing the preservation of somewhat classical play.

Vice versa, the allowed **2x re-roll** of the **Legend** die (*1x w/score or 2x w/out/score*) counter-remedies the logic to allow a better chance of playing medium to high valued pieces during the Middle or Endgame. Whilst mathematically there is always only a 1 in 6 chance of rolling a particular number *regardless* of the number of attempts, **Simon's Law** states, "Yes, but you must be stupid not to."

Aye indeed, if you cannot block a **Strike** on your **King** or indeed **Queen**, there is a lesser chance of moving it compared to other pieces and so for this reason in addition to the 1x/2x re-roll, I created the **Genie** aspect, as a special escape ~ and also because it enriches the "legendary" theme of the game some more.

Secondly, another point of design, is how I have integrated **Strike points**, **Hidden Treasure**, **Cargo surrender** and thus **Capture of the King** to fulfill and preserve an equilibrium of play-scoring. In other words, it would for example be illogical for a player with a very high running score to just sit-back and let their **King** be captured whilst hoping to win on points over game-technique.

For when the game ends the player will have to surrender an enormous amount of **Cargo** after likewise receiving **Strike** after **Strike** on their **King** and having missed several opportunities to grab **Hidden Treasure**.

Herewith the game is especially crafted to be wholesomely playable.

**Legend ~ Ship, Captain, Crew** is a very personal creation, summoned from within the deepest caverns of my soul. It is not just about **Chess**, it is about honour and chivalry, of commanding thyself to conquer over chaos, to triumph over evil and to do this through the embracing of all the wonders of the world, both natural and of all civilisation... to venture onwards with God speed ahead and cast anchor unto thy well earned paradise.

This game is to me, the start of a new beginning and the forever soaring forward with wings of golden sun... Aye, land ahoy Captain! Land... ahoy...

Thank you for reading.



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