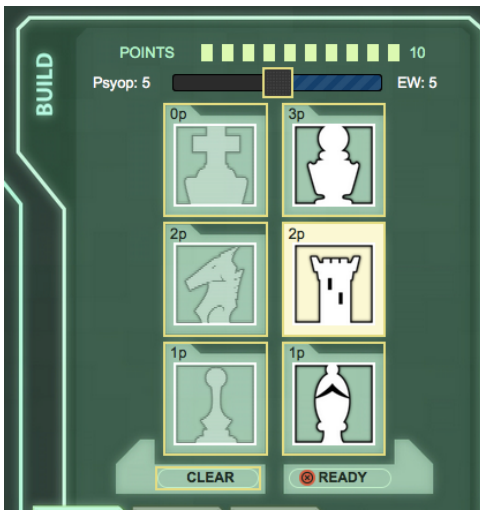# InfoChess

On the modern battlefield, the informational component of war is just as important as the physical dimension. The game of InfoChess adds in hidden information and Information Warfare (IW) concepts to the classic game of chess.

Setup: The game uses standard chess pieces and most chess rules. One important exception is that players can purchase pieces to place on the board, but will not get the full, standard set of pieces. Importantly, players must decide to invest in buying heavy, but visible pieces (queens, rooks, bishops) or less powerful, but invisible pieces (kings, pawns, and bishops). Invisible pieces become permanently visible once they capture an opposing piece or move into their opponent's back three rows.

Gameplay: Each move consists of two phases: a physical move and an informational move. Players must make a physical move, like in regular chess.
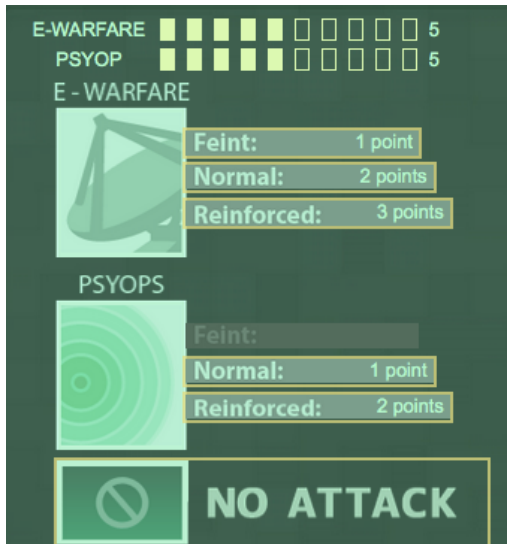
Note the differences in view between black and white playing the same game:

White Team View

Black Team View

They then have an option of making one of two Information Warfare moves: **Psyops** or **Electronic Warfare**. Psyops essentially force an opponent's piece to surrender. Psyops capture the pawn furthest from the King. If the opponent does not have any pawns, the furthest remaining piece is removed. Kings can be captured using Psyops if they are the last piece. Electronic Warfare essentially disrupts the opponent's ability to communicate to its units. Electronic Warfare prevents the opponent from making its next physical move. Each of these moves requires the players to spend limited available points. These IW moves can also be defended by their opponent.

Strategies and Victory: Players will benefit from having some basic knowledge of chess, but the best players will be the ones to combine the physical and informational aspects of the game. The game ends when the king is captured, but since the king starts of invisible, it must first be discovered. Players who ignore the informational side of the game do so at their own peril.