

Courier Army (German Chess)

Board: 12x8 Checkered. Spaces are numbered vertically 1~8, and horizontally with A~L.

Army Size: 24 Pieces

12 Pawns	2 Rooks	2 Knights
2 Bishops	1 S Bishop	1 Queen
1 King	1 S Queen	1 S Rook

How to Lose: In Courier You lose by having your King captured, OR by having your king put into a position that he cannot move safely from.

Pieces:



Pawns (Pawn) A2~L2 / A7~ L7

Pawns are the foot soldiers of the Army. They typically wear little to no armor and carry swords. Pawns are the soldiers sent in to test the waters of battle, or are sent to swarm over the battlefield and overwhelm the enemy.

Move: Pawns move 1 space vertically forward (Never backward).

Capture: Pawns capture a piece by moving diagonally 1 space forward onto the enemy piece.

Promotion: If a pawn reaches the last space on the far side of the board, it can be promoted to a Medieval Queen.



Rook (Rook) A1 & L1 / A8 & L8

Rooks are the war chariots of the battlefield. They are fast and deadly.

Move: Move any number of spaces orthogonally.

Capture: If the Rook ends a move on another piece it is captured.

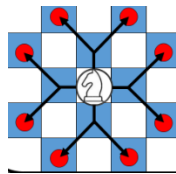


Knight (Knight) B1 & K1 / B8 & K8

Knights are the soldiers in shining armor. They ride into battle on horses also clad in shining armor. They gallop around the field and move easily through the crowds.

Move: Knights move 1 space orthogonally THEN 1 space diagonally. Knights can leap.

Capture: If a Knight ends a move on another piece it is captured.



Bishop (Bishop) C1 & J1 / C8 & J8



Bishops are the religious leaders that advise the King on strategy. They can be swift and deadly in their attacks, but being men of god, they can also be quite predictable.

Move: Bishops move 2 spaces in a diagonal direction.

Capture: If a Bishop ends a move on another piece it is captured.



Courier (S Bishop) D1 & I1 / D8 & I8

Couriers are the Messengers sending orders back and forth from the General to the Battlefield.

Move: Couriers move any number of spaces diagonally

Capture: If a Courier ends a move on another piece it is captured.



Sage (S Queen) E1/ H8

The Sage is the advisor of the King, and is his 2nd in command.

Move: The Sage moves 1 space in any direction

Capture: If a Sage ends a move on another piece it is captured.



Jester (S Rook) H1/ E8

The Jester is the comedian that keeps the King happy. He is not often involved in battle

Move: The Jester moves 1 space in any direction

Capture: If a Jester ends a move on another piece it is captured.



Medieval Queen (Queen) F1/ G8

The Medieval Queen is The Kings wife, and the one who is by his side through everything.

Move: The Medieval Queen moves 1 space diagonally

Capture: If a Medieval Queen ends a move on another piece it is captured.



King (King) G1/ F8


The King is the most important piece on the board for each player. If the King is captured, the game ends. He is the avatar of the player, and is in charge of making all decisions related to the war.

Move: The King moves 1 space in any direction

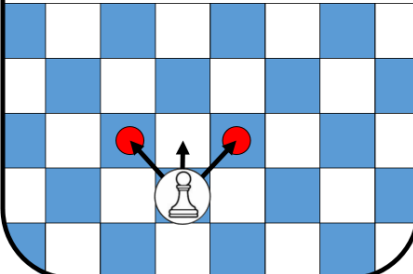

Capture: If a King ends a move on another piece it is captured.

**Background:**

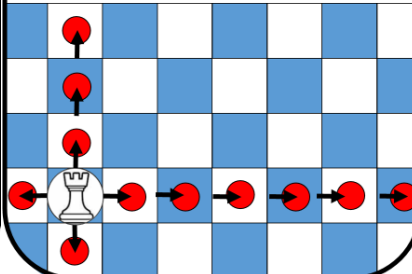

The Courier Chess game was popular for 600 years in Europe from the 12th Century through the 18th Century. The game was very popular in Germany.



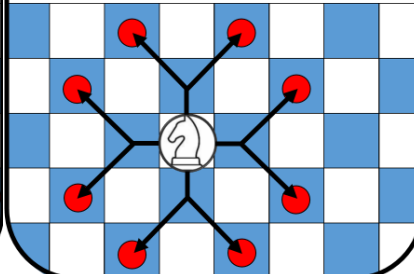

Soldier
Rank Pawn
Start: A2~L2
 A7~L7
Move: 1 Space forward.
Capture: Move Diagonally onto enemy.
Special: Promotion

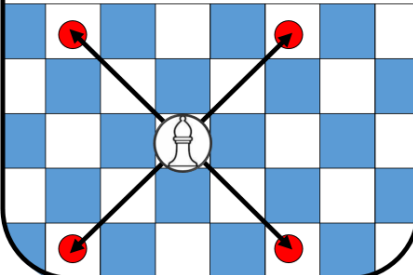

Rook
Rank Rook
Start: A1 & L1
 A8 & L8
Move: Any number of Spaces, orthogonally
Capture: By Move

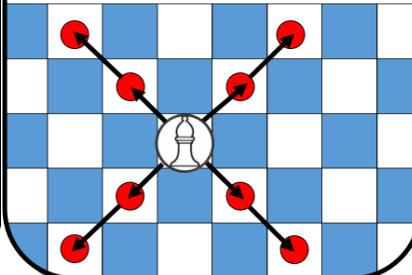

Knight
Rank Knight
Start: B1 & K1
 B8 & K8
Move: 1 space orthogonally, THEN 1 space diagonally
Capture: By Move
Special: Leaps over pieces during move

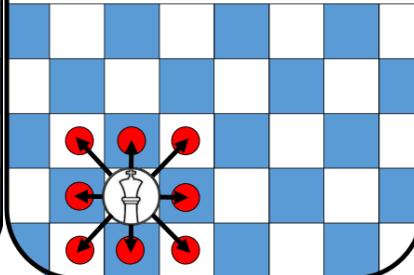

Bishop
Rank Bishop
Start: C1 & F1
 C8 & F8
Move: 2 spaces diagonally
Capture: By Move

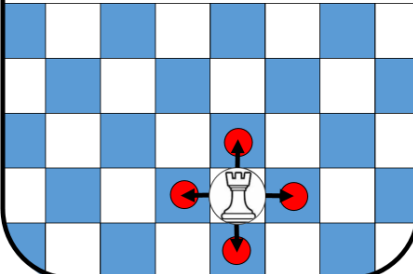

Courier
Rank Bishop
Start: D1 & E1
 D8 & E8
Move: any number of spaces diagonally
Capture: By Move

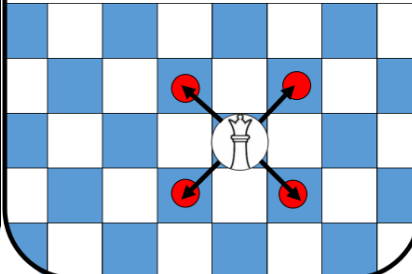

Sage
Rank Queen
Start: E1
 H8
Move: 1 spaces any direction
Capture: By Move

Jester
Rank Rook
Start: H1
 E8
Move: 1 space, orthogonally
Capture: By Move

Queen
Rank Queen
Start: F1
 G8
Move: 1 space diagonally
Capture: By Move

King
Rank King
Start: E1
 D8
Move: 1 spaces orthogonally or diagonally
Capture: By Move

