

# 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.

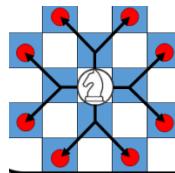
**Move:** Move any number of spaces orthogonally.

**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 2<sup>nd</sup> 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 12<sup>th</sup> Century through the 18<sup>th</sup> Century. The game was very popular in Germany.

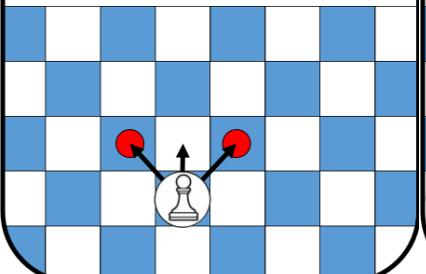


### Soldier

Rank Pawn

Start: A2~L2  
A7~L7

**Move:** 1 Space forward.  
**Capture:** Move Diagonally onto enemy.  
**Special:** Promotion

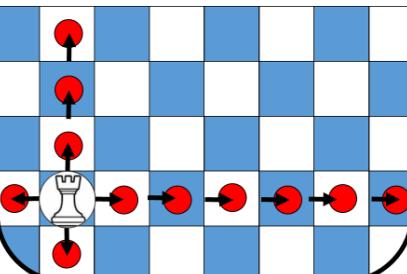


### Rook

Rank Rook

Start: A1 & L1  
A8 & L8

**Move:** Any number of Spaces, orthogonally  
**Capture:** By Move

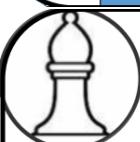
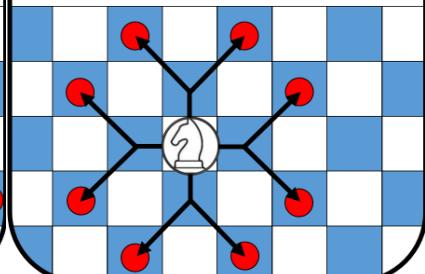


### Knight

Rank Knight

Start: B1 & K1  
B8 & K8

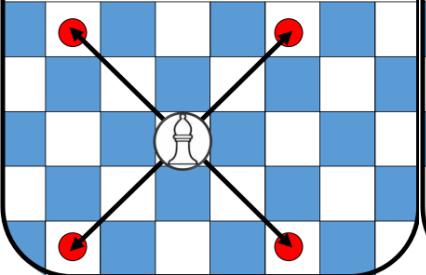
**Move:** 1 space orthogonally, THEN 1 space diagonally  
**Capture:** By Move  
**Special:** Leaps over pieces during move



### Bishop

Rank Bishop  
Start: C1 & F1  
C8 & F8

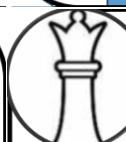
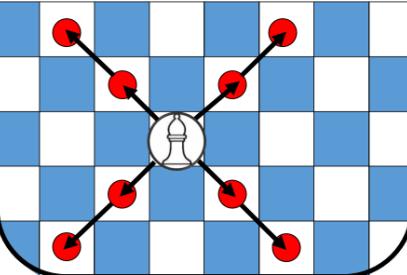
**Move:** 2 spaces diagonally  
**Capture:** By Move



### Courier

Rank Bishop  
Start: D1 & E1  
D8 & E8

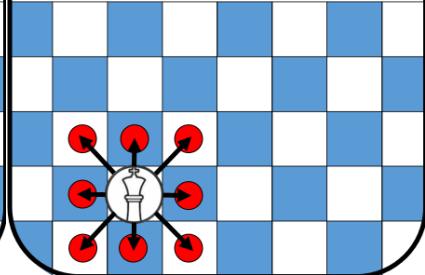
**Move:** any number of spaces diagonally  
**Capture:** By Move



### Sage

Rank Queen  
Start: E1  
H8

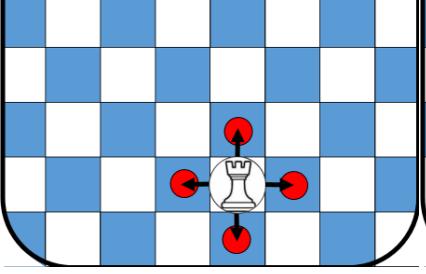
**Move:** 1 spaces any direction  
**Capture:** By Move



### Jester

Rank Rook  
Start: H1  
E8

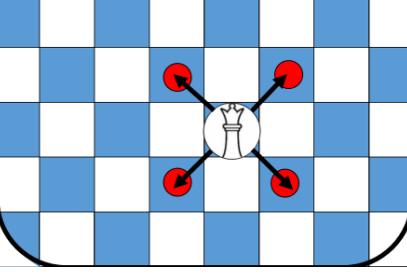
**Move:** 1 space, orthogonally  
**Capture:** By Move



### 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

