

Courier Army (German Chess)

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

Army Size: 24 Pieces

12 Soldiers	2 Lieutenants	2 Sergeants
2 Corporals	2 Captains	2 Majors
1 Chief	1 General	

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 (Soldier) B1~B12 / G1~ G12

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 (Lieutenant) A1 & A12 / H1 & H12

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.



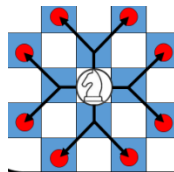
Knight (Sergeants) A2 & A11 / H1 & H11

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 (Corporal) A3 & A10 / H1 & H10

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 (Captain) A4 & A9 / H1 & H9

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 (Major) A5/ H5

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 (Major) A8/ H8

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 (Chief) A7/ H7

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 (General) A6/ H6

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.

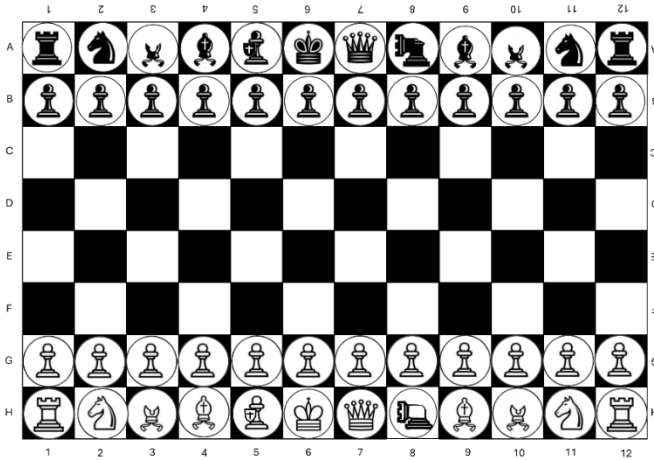
Opening the Game

The opening of the game is not as simple as Modern Chess. Certain pieces must be moved in a certain way before the game may proceed. White must move first. Before regular play can begin, each player must move these pieces:

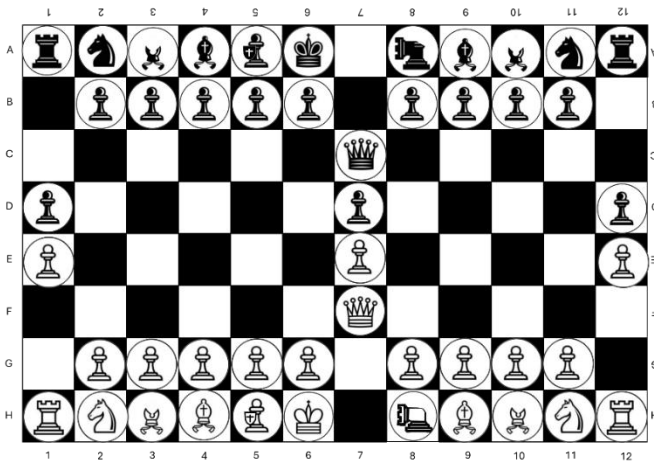
ChessWar Traditional

- Both Rook-pawns (The pawns in front of the rook) 2 spaces forward.
- The Queen-Pawn (The pawn in front of the queen) 2 spaces forward.
 - Interestingly enough, this is the only case of when pawns double step. (Each of the 3 pawns double steps in this phase)
- The Queen move
 - This is again, the only time the queen moves directly forward, and it must be 2 spaces.

Set Up at Phase 1



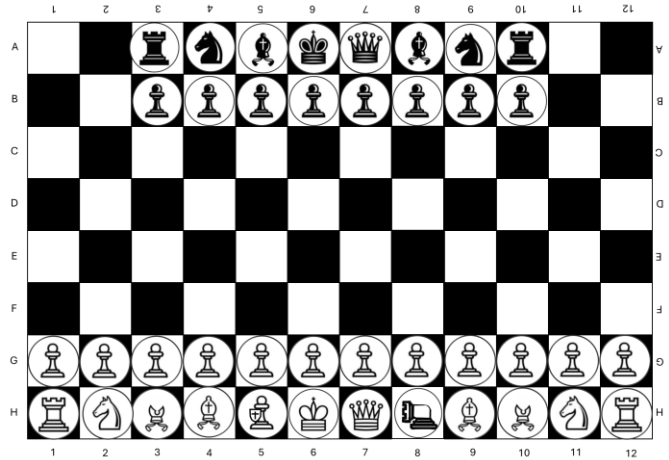
Phase 2



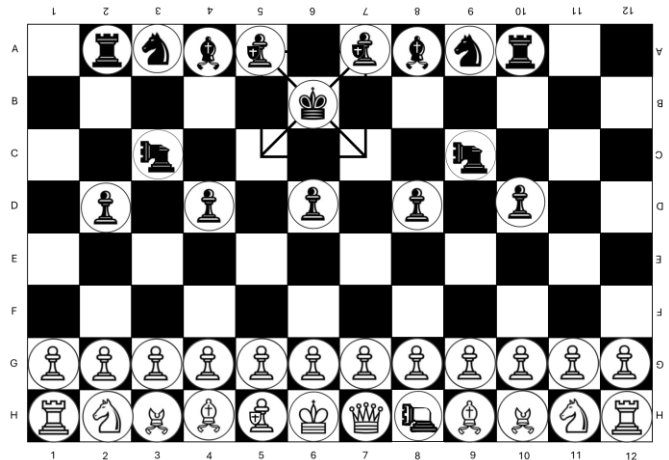
Against Other Armies:

You will have to use a board big enough for the Courier Army.

The enemy will have an advantage, as the courier army must still go through the phase 1 movements. This leaves the other army to be able to work around them easily.

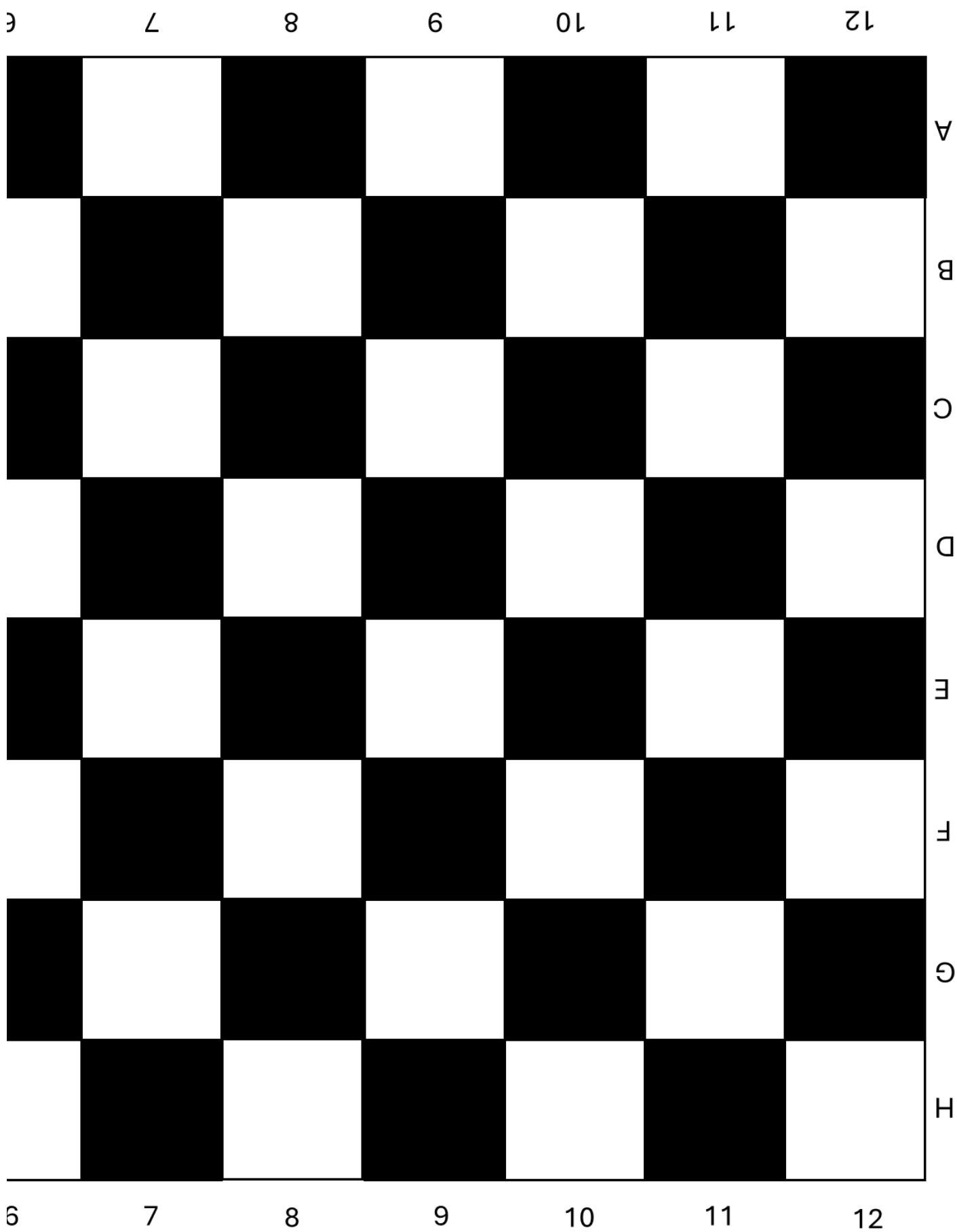


(Courier vs Fide)



(Courier vs JiangGi)

	1	2	3	4	5	6	
A							
B							
C							
D							
E							
F							
G							
H							
	1	2	3	4	5	6	





Pawn

Rank Soldier


Start: B1~B12
G1~G12

Move: 1 Space forward.

Capture: Move Diagonally onto enemy.

Special: Promotion





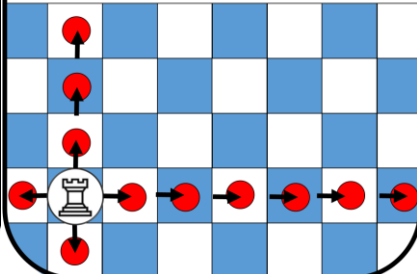
Rook


Rank Lieutenant

Start: A1 & A12
H1 & H12

Move: Any number of Spaces, orthogonally

Capture: By Move





Knight

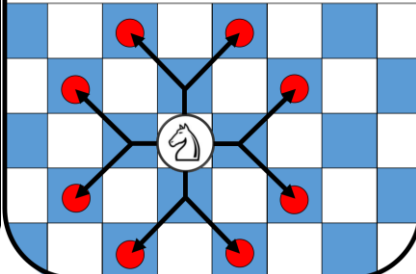
Rank Sergeant


Start: A2 & A11
H1 & H11

Move: 1 space orthogonally, THEN 1 space diagonally

Capture: By Move

Special: Leaps over pieces during move





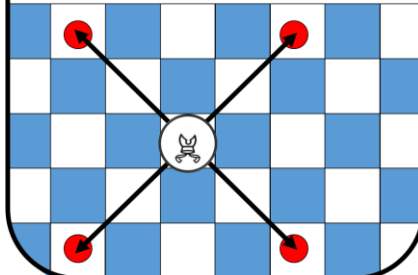
Bishop


Rank Corporal

Start: A3 & A10
H3 & H10

Move: 2 spaces diagonally

Capture: By Move





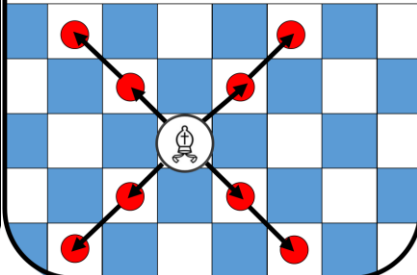
Courier


Rank Captain

Start: A4 & A9
H4 & H9

Move: any number of spaces diagonally

Capture: By Move





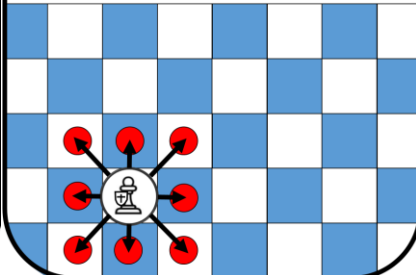
Sage


Rank Major

Start: A5
H5

Move: 1 spaces any direction

Capture: By Move





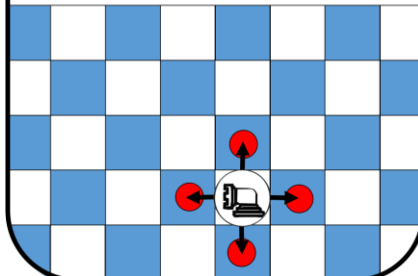
Jester


Rank Major

Start: A8
H8

Move: 1 space, orthogonally

Capture: By Move





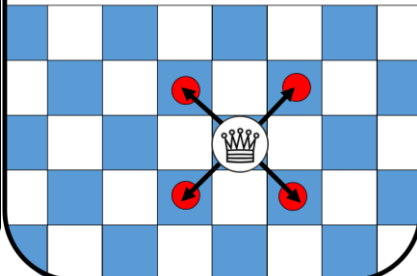
Queen


Rank Chief

Start: A7
H7

Move: 1 space diagonally

Capture: By Move





King

Rank General

Start: A6
H6

Move: 1 spaces orthogonally or diagonally

Capture: By Move

