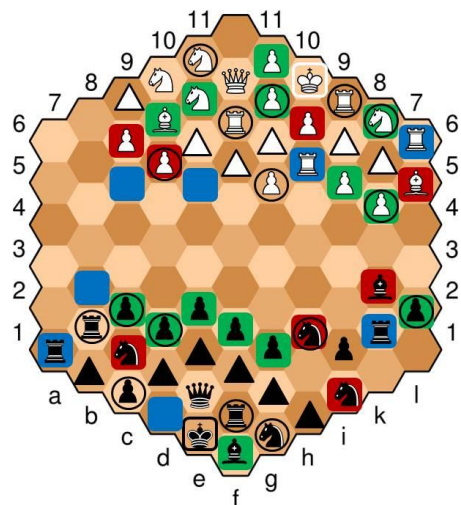


CYVASSE

A game of Battle Chess inspired by A Song of Ice & Fire

By Jeff. C. Caird

Published by No Name Publishing



A Game of Thrones and A Song of Ice and Fire are works of author George R. R. Martin. This product is inspired by the descriptions of Cyvasse in those books where no specific game is defined; no endorsement of this product by GRRM is stated or implied.

CYVASSE

Cyvasse is a battle game inspired by George R.R. Martin's epic fantasy series *A Song of Ice & Fire*. Originating in the Old World of Essos, it is a game of skill played by the clever and educated. Martin described it as a "mix of Chess, Blitzkrieg, and Stratego."

Several versions are provided here with increasing levels of complexity.

Version A: Basic Cyvasse. This version of Cyvasse plays very much like Chess.

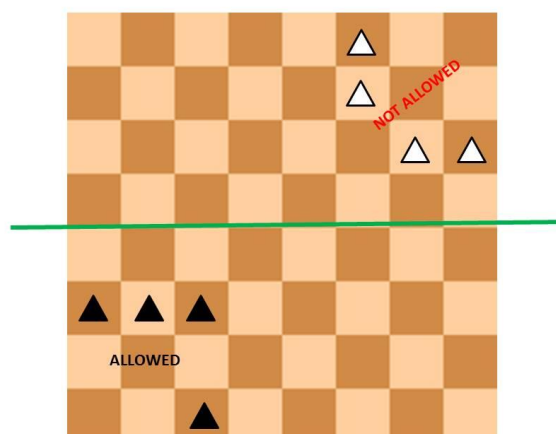
1. Components.

- a. Standard chessboard (8 squares by 8 squares)
- b. Screen
- c. 10 types of battle pieces per side, total 26, per the table below.

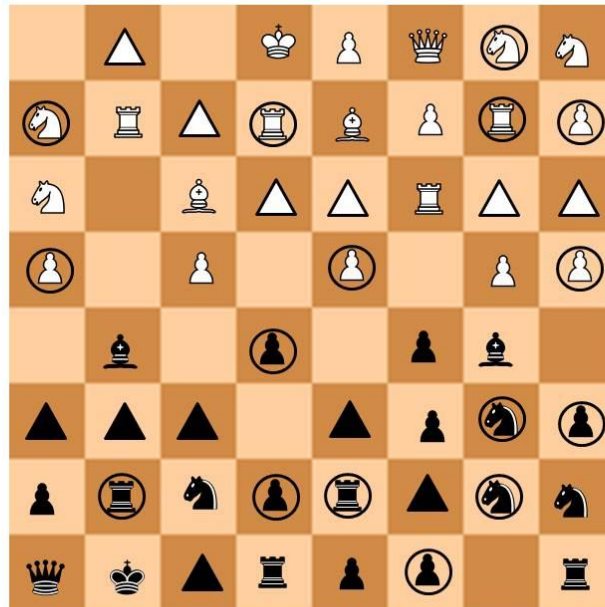
Battle Piece Type	Number per Side	Movement/Capture	Special
Trebuchet	2	2 orthogonal	Can attack over other pieces
Dragon	1	4 orthogonal or diagonal	Can move across Mountains
Elephant	2	3 orthogonal	
Heavy Horse	2	3 diagonal	
Crossbowmen	2	2 diagonal	
Light Horse	2	2 diagonal	
Spears	4	1 orthogonal or diagonal	
Rabble	4	1 orthogonal	
King	1	1 orthogonal or diagonal	Game ends when captured; Cannot move into CHECK
Mountain	6	None	Blocks all move except Dragon; all attacks except Trebuchet. Cannot be captured.

2. Setup.

- a. The screen is placed between the two sides down the middle of the board.
- b. Players place all pieces on the board on their side. Mountains must be placed so that they do not completely block a section or corner of the board; a pass through the mountains must remain accessible by orthogonal movement.



c. When all pieces are placed, the screen is removed and play begins.



Example of Game Setup

3. Play.

a. Players alternate moves; white moves first.

b. On each move, a player may move one piece to an empty space, or to capture an enemy piece.

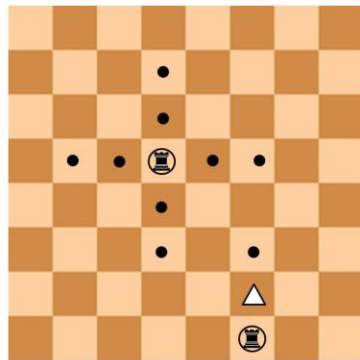
(1) Pieces move and capture the number of spaces and direction indicated in the table. Mountains are not moved or captured once placed.

(2) If the number of spaces allowed is greater than 1, the piece may move up to the maximum number of spaces. Movement must be continuous and in a straight line.

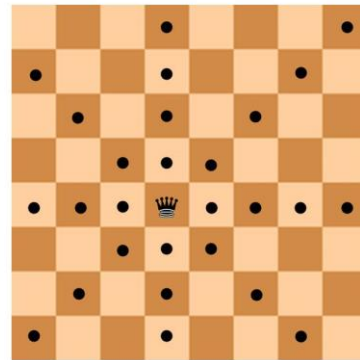
(3) Pieces cannot move through or over friendly or enemy pieces.

EXCEPTION: The Dragon may fly over friendly or enemy Mountain pieces.

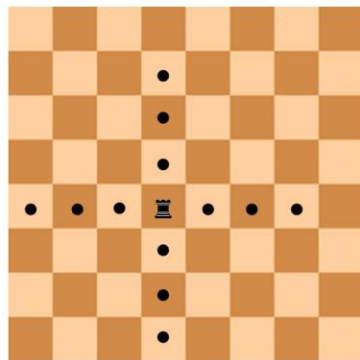
(4) When capturing, a friendly piece moves to the space of an enemy piece and removes the enemy piece from the board. A friendly piece must have open movement to the enemy piece to capture it. EXCEPTION: A Trebuchet may capture an enemy piece on the other side of a Mountain or friendly piece and is not moved to that space when doing so; however, it may not move to an empty space across a space occupied by a another piece.



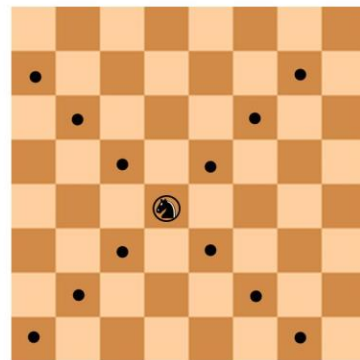
*Trebuchet Movement;
Shows Capture over Mountain*



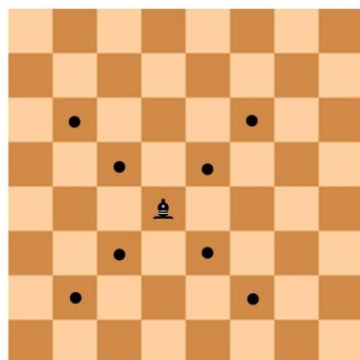
Dragon Movement



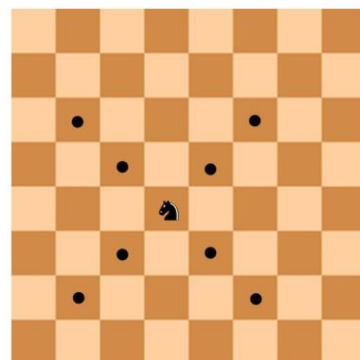
Elephant Movement



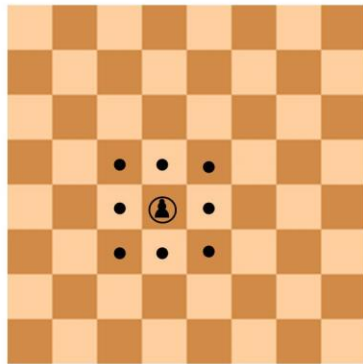
Heavy Horse Movement



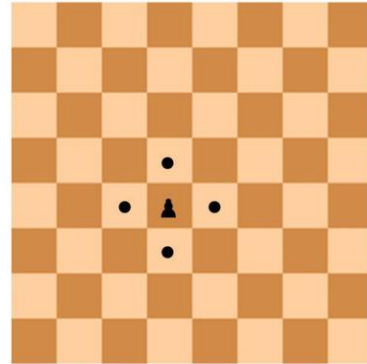
Crossbow Movement



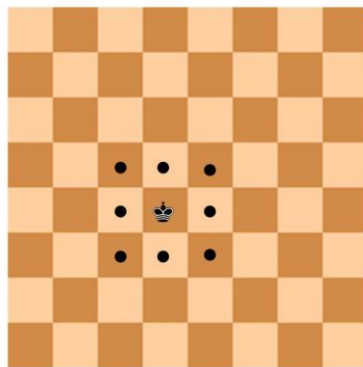
Light Horse Movement



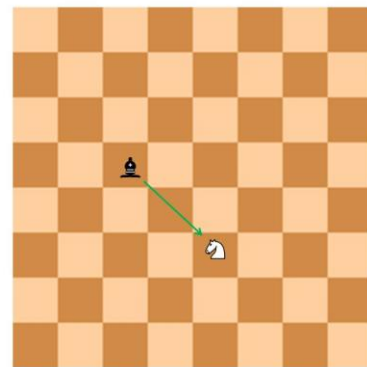
Spears Movement



Rabble Movement



King Movement



Crossbowmen capture Light Horse

c. Capturing the King.

(1) The King may not move into a space threatened by an enemy piece (similar to moving into CHECK in chess).

(2) When an enemy piece is moved to a position where it could capture the King on the next turn, the enemy player announces "CHECK".

(3) If the friendly King is in CHECK, it must be moved out of CHECK, be blocked from the piece imposing CHECK by an intervening friendly piece, or have CHECK eliminated by capturing the enemy piece imposing CHECK.

(4) If the friendly player cannot eliminate CHECK, the King is CHECKMATED and captured, and the game ends.

d. Play continues until the opponent's King is captured.

Version B: *Advanced Cyvasse*. This version of *Cyvasse* introduces piece ranking and attacks similar to *Stratego* or *Blitzkrieg*.

1. Components.

- a. Standard chessboard (8 squares by 8 squares)
- b. Screen
- c. 10 types of battle pieces per side, total 26, per the table below.

Value	Battle Piece Type	Number per Side	Move/Capture	Special
9	Trebuchet	2	2 orthogonal	Can attack over Mountain or friendly piece
8	Dragon	1	4 orthogonal or diagonal	Can fly over Mountain
7	Elephant	2	3 orthogonal	
6	Heavy Horse	2	3 diagonal	
5	Crossbowmen	2	2 diagonal	
4	Light Horse	2	2 diagonal	
3	Spears	4	1 orthogonal or diagonal	
2	Rabble	4	1 orthogonal	
1	King	1	1 orthogonal or diagonal	Game ends when captured; Special flanking.
0	Mountain	6	None	Blocks all move except Dragon, all attacks except Trebuchet. Cannot be captured.

2. Setup.

- a. The screen is placed between the two sides down the middle of the board.
- b. Players place all pieces on the board on their side. Mountains must be placed so that they do not completely block a section of the board; a pass through the mountains must remain accessible by orthogonal movement.
- c. When all pieces are placed, the screen is removed and play begins.

3. Play.

- a. Players alternate moves; white moves first.
- b. On each move, a player may move one piece to an empty space, or to capture an enemy piece.

(1) Pieces move the number of spaces and direction indicated in the table. Mountains are not moved or captured once placed.

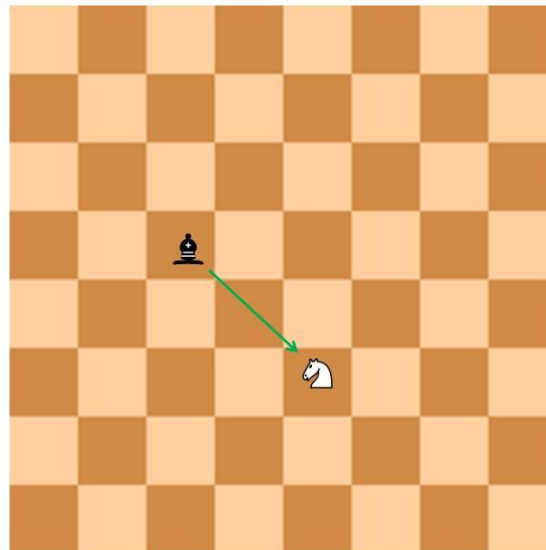
(2) If the number of spaces allowed is greater than 1, the piece may move up to the maximum number of spaces. Movement must be continuous and in a straight line.

(3) Pieces cannot move through or over friendly or enemy pieces.
EXCEPTION: The Dragon may fly over friendly or enemy Mountain pieces.

c. Capturing.

(1) When an enemy piece is within movement distance of a friendly piece, it may be captured if it is of equal or lesser value than the friendly piece.

EXAMPLE: An enemy Light Horse piece is within 2 orthogonal spaces of a friendly Crossbowmen piece. The Crossbowman (value 5) may capture the Light Horse (value 4) on the friendly turn.

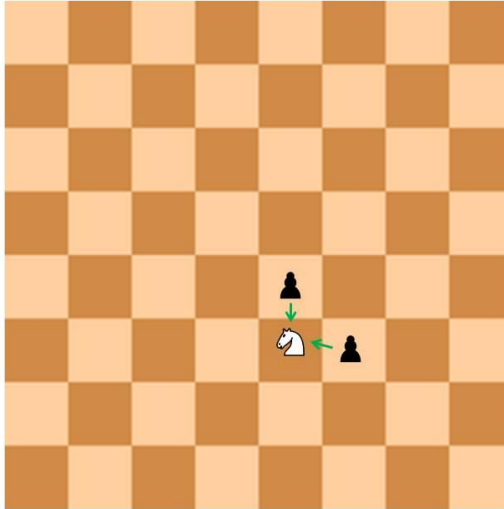


Example of Capture: Crossbowmen (5) Captures Light Horse (4)

(2) When capturing, a friendly piece moves to the space of an enemy piece and removes the enemy piece from the board. A friendly piece must have open movement to the enemy piece to capture it. EXCEPTION: A Trebuchet may capture an enemy piece on the other side of a Mountain or friendly piece and is not moved to that space when doing so; however, it may not move to an empty space across a space occupied by another piece.

(3) Flanking. Multiple lower value pieces may “gang up on” or flank a higher value piece. In order to flank, all of the friendly pieces must be in legal movement range of the enemy piece to be captured, and the sum of their values must be equal to or greater than the value of the enemy piece. One of the friendly pieces is then selected to capture the enemy piece and move into its

space. EXAMPLE: A Rabble piece is moved to one side of an enemy Light Horse piece. Since Rabble has value 2 and Light Horse has value 4, it cannot capture the Light Horse. However, on the next turn another Rabble piece is moved to an orthogonal position relative to the Light Horse piece. With two Rabble pieces now orthogonal to the Light Horse, they are flanking with total value 4, and one of the Rabble may capture the Light Horse. SPECIAL: If the King is used to flank, it may enable capture by flanking with any one other piece despite its value of 1.



The two Rabble flank the Light Horse and may capture it.

d. Play continues until the opponent's King is captured.

Version C: *Expert Cyvasse*. This version of Cyvasse introduces terrain, ranged attacks, and special King rules.

1. Components.

- a. Standard chessboard (8 squares by 8 squares)
- b. Screen
- c. 32 terrain pieces per side: 1 Black/White Fortress, 4 Red Hills, 4 Blue Water, 7 Green Forest, 16 Yellow Grassland (Grassland pieces may be omitted by treating unmarked squares as Grassland)

Terrain Piece Type	Piece Color	Number per Side	Move Effect	Attack/Defend Effect
Fortress	Black/White	1	Ends Move	+3 Defend Value
Hills	Red	4	+1 Move to enter	+1 Attack Value
Water	Blue	4	+2 Move to enter	Prevents Attacks
Forest	Green	7	+1 Move to enter	+1 Defend Value
Grassland	Yellow	16	None	None

- d. 10 types of battle pieces per side, total 26, per the table below.

Value	Battle Piece Type	Number per Side	Move	Capture	Special
9	Trebuchet	2	1 orthogonal	2 orthogonal; ranged	Can attack over Mountain or friendly piece
8	Dragon	1	4 orthogonal or diagonal	As move	Can fly over Mountain; ignores terrain move effects; Ruins Fortress
7	Elephant	2	3 orthogonal	As move	Ignores Water
6	Heavy Horse	2	3 diagonal	As move	
5	Crossbowmen	2	2 diagonal	2 diagonal; ranged	
4	Light Horse	2	2 diagonal	As move	
3	Spears	4	1 orthogonal or diagonal	As move	
2	Rabble	4	1 orthogonal	As move	
1	King	1	1 orthogonal or diagonal	As move	Game ends when captured; Special flanking; Boost Morale.
0	Mountain	6	None	None	Blocks all move except Dragon, all attack except Trebuchet; Cannot be Captured

2. Setup.

- a. The screen is placed between the two sides down the middle of the board.
- b. Players place all pieces on the board on their side.

(1) Terrain pieces are placed first. All 32 are placed, filling the player's side of the board.

(2) Battle pieces are placed next on top of terrain pieces. SPECIAL: The King must begin play in the Fortress.

(3) Mountains must be placed so that they do not completely block a section of the board; a pass through the mountains must remain accessible by orthogonal movement. Mountains cannot be placed on Water terrain.



Example of Setup with Terrain

c. When all pieces are placed, the screen is removed and play begins.

3. Play.

a. Players alternate moves; white moves first.

b. On each move, a player may move one piece to an empty space, or to capture an enemy piece.

(1) Pieces move the number of spaces and direction indicated in the table. Mountains are not moved or captured once placed.

(2) If the number of spaces allowed is greater than 1, the piece may move up to the maximum number of spaces. Movement must be continuous and in a straight line.

(3) Pieces cannot move through or over friendly or enemy pieces.

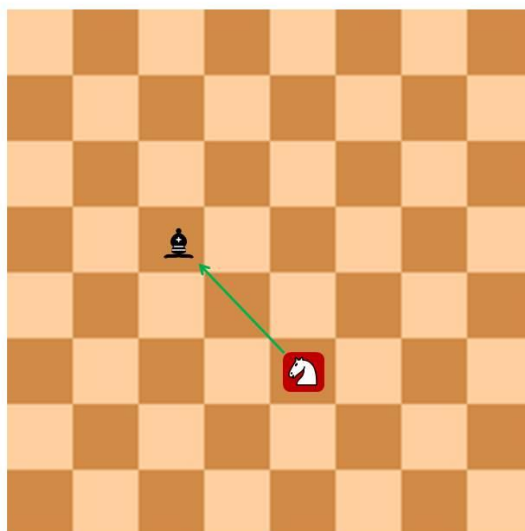
EXCEPTION: The Dragon may fly over friendly or enemy Mountain pieces.

(4) Effects of terrain: Terrain tiles can affect the movement, attacks, or defenses of pieces.

(a) A piece moving into or through the Fortress must halt its move there. The Fortress adds +3 to the defensive value of a piece, to a maximum of value 9 (thus Elephants, Dragons, and Trebuchets gain no defensive benefit from the Fortress). EXAMPLE: Rabble on a Fortress tile are treated as value 5 when attacked. The Fortress may be Ruined by the Dragon (see below) and converted to a Forest square.

(b) Water costs +2 to move through (and is thus treated as 3 squares instead of 1). A piece with movement 3 or less can enter or attack a Water square but must halt its move in that square. Pieces in a Water square may not attack (except the Dragon). SPECIAL: Elephants treat Water spaces as Grassland.

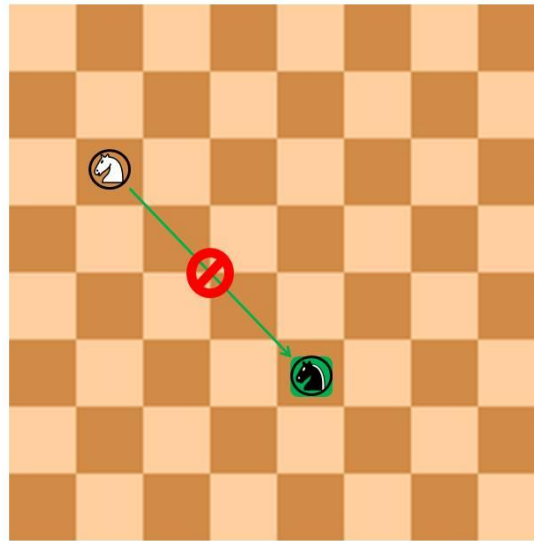
(c) Hills cost +1 to move through (and is thus treated as 2 squares instead of 1). A piece with movement 2 or less can enter or attack a Hills square but must halt its move in that square. A piece attacking from a Hills square receives +1 to its attack value for that turn (to a maximum of 9), but reverts to its normal attack value if it ends its turn outside of the Hills. EXAMPLE: Light Horse (normal value 4) rides down out of the Hills (+1 attack value) and may capture Crossbowmen (value 5) on Grassland, but reverts to value 4 in the Grassland space.



The Light Horse (4) may capture the Crossbowmen (5) because it attacks from Hill terrain (+1).

(d) Forest costs +1 to move through (and is thus treated as 2 squares instead of 1). A piece with movement 2 or less can enter or attack a Forest square but must halt its move in that square. A piece defending from a Forest square receives +1 to its defend value for that turn (to a maximum of 9), but uses its normal value to attack. EXAMPLE: Crossbowmen (normal value 5)

defending in Forest have value 6 if attacked, but only attack at their normal value of 5.



The Heavy Horse (6) may not capture another Heavy Horse (6) due to Forest Terrain (+1).

(e) Grassland has no effect on movement, attack, or defense.

(f) Dragons ignore the effects of terrain when moving, but are still affected by attack or defend benefits of terrain. SPECIAL: If the Dragon moves on to an empty Fortress square or captures a piece defending from a Fortress, the Fortress is considered Ruined. It is treated as a Forest square for the remainder of the game. Dragons may also attack from a Water square.

c. Capturing.

(1) When an enemy piece is within movement distance of a friendly piece, it may be captured if it is of equal or lesser value than the friendly piece.

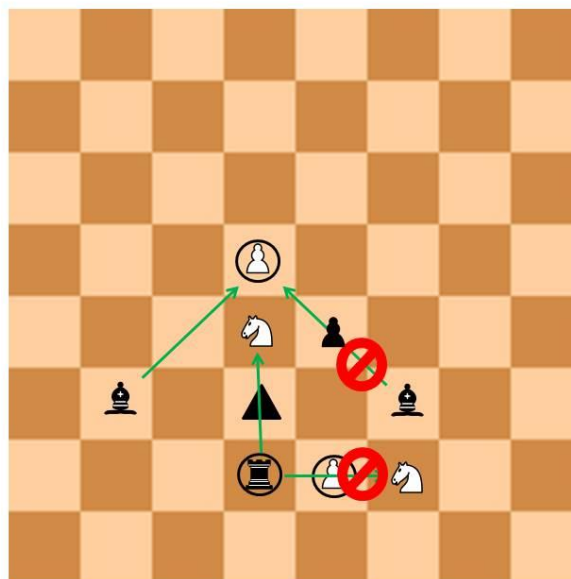
EXAMPLE: An enemy Light Horse piece is within 3 orthogonal spaces of a friendly Elephant piece. The Elephant (value 7) may capture the Light Horse (value 4) on the friendly turn.

(2) When capturing, a friendly piece moves to the space of an enemy piece and removes the enemy piece from the board. A friendly piece must have open movement to the enemy piece to capture it. EXCEPTION: A Trebuchet may capture an enemy piece on the other side of a Mountain or friendly piece and need not moved to that space when doing so; however, it may not move to an empty space across a space occupied by a another piece.

(3) Flanking. Multiple lower value pieces may “gang up on” or flank a higher value piece. In order to flank, all of the friendly pieces must be in legal movement range of the enemy piece to be captured, and the sum of their values must be equal to or greater than the value of the enemy piece. One of the

friendly pieces is then selected to capture the enemy piece and move into its space. EXAMPLE: A Rabble piece is moved one side of an enemy Light Horse piece. Since Rabble has value 2 and Light Horse has value 4, it cannot capture the Light Horse. However, on the next turn another Rabble piece is moved to an orthogonal position relative to the Light Horse piece. With two Rabble pieces now orthogonal to the Light Horse, they are flanking with total value 4, and one of the Rabble may capture the Light Horse. SPECIAL: If the King is used to flank, it may enable capture by flanking with any one other piece despite its value of 1.

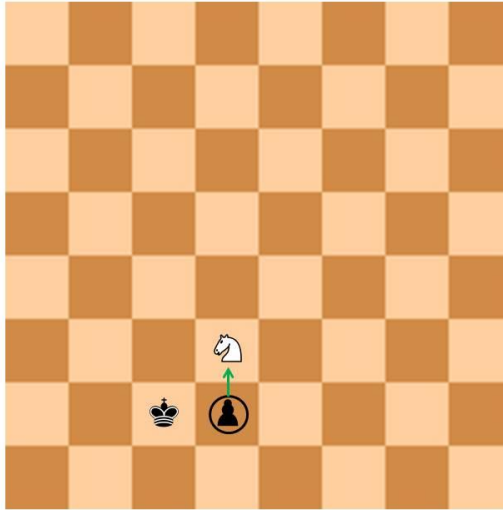
(4) Ranged attacks: The Trebuchet and Crossbowmen may make ranged attacks. When making a ranged attack, the attacking piece captures an enemy piece a greater distance away than the piece can normally move, but the attacking piece does not move into the captured piece's square. The attacking piece cannot attack through intervening friendly or enemy pieces (but see SPECIAL). The attacking piece may also move and capture its movement range as other pieces. EXAMPLE: A Crossbowman is two squares diagonally from an enemy Rabble; it may capture the enemy piece by making a ranged attack, but does not move from its position. SPECIAL: Trebuchets may make ranged attacks over intervening Mountains and friendly pieces.



Examples of allowable and unallowable ranged attacks. The Trebuchet may attack over Mountains or friendly pieces; the Crossbowmen require a clear line to the enemy piece.

(5) The King has a special ability to boost the morale of adjacent pieces. If the King is adjacent orthogonally or diagonally to a friendly piece, that piece is treated as being of +1 value for attack and defense, in addition to any benefits from terrain. This cannot increase a piece's value to greater than 9, either alone or in combination with terrain effects. If a piece attacks from a position adjacent to the King, its attack value is one greater until it completes its attack; if it is no

longer adjacent to the King at the end of its move its value returns to normal.
 EXAMPLE: A Spears piece (normal value 3) is adjacent to the King, giving it value 4. It moves to capture an enemy Light Horse piece one space away. The Spears piece may capture the Light Horse, but returns to value 3 as it is no longer adjacent to the King.



King boosts morale of Spears (3) allowing them to capture Light Horse (4).

d. Play continues until the opponent's King is captured.

4. Optional Rules.

a. Larger Board: Play on a larger chess board, 10 squares by 10 squares. In this case, terrain tiles are 1 Black/White Fortress, 5 Red Hills, 5 Blue Water, 9 Green Forest, and 30 Yellow Grassland. Grassland tiles may be omitted for simplicity; unmarked squares are considered Grassland.

b. Dragon in Reserve. Under this rule, the Dragon is not placed on the board at the start of the game. As a move, the player may choose to introduce his or her Dragon to the game by placing it on any empty space on the friendly side of the board.

c. Super Trebuchets. Under this rule, a Trebuchet can conduct ranged attacks over both friendly and enemy pieces. Gains range 3 in the Hex game.

d. Dragonfyre. Under this rule, the Dragon gains a ranged attack of two spaces orthogonally or diagonally. It may be used over friendly pieces, but not over Mountains.

e. Fortress Storming. Under this rule, any piece may Ruin an enemy Fortress. The friendly piece must move into the enemy Fortress, capturing any defender in the process. If the enemy player does not immediately re-capture the Fortress on his next

turn, the friendly player may choose to Ruin the Fortress on a subsequent turn using the piece occupying the Fortress. The space is thereafter treated as Forest.

f. Wildfyre. Under this rule, if a ranged attack is used to capture an enemy piece occupying a water space, that space is considered to be burning Wildfyre and is impassable for the rest of the game.

g. Fortress Promotion. Under this rule, a piece entering the friendly Fortress can be promoted to the next higher value piece following the loss of a higher value piece.

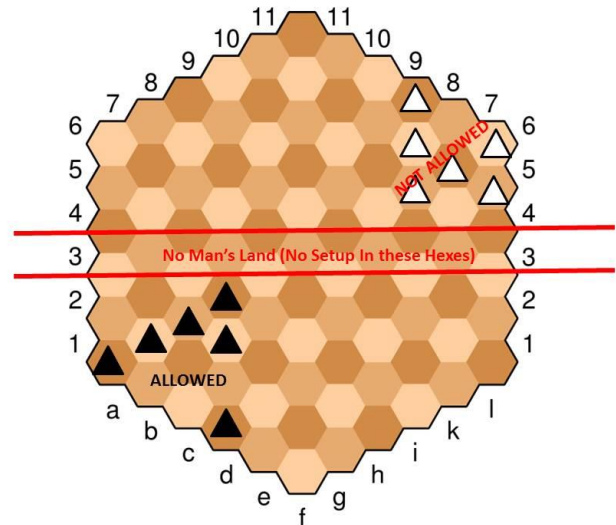
HEX CYVASSE

Alternate Game. This alternate version of Cyvasse can be played with any version of the rules, but uses a hexagonal board and modifies the base rules as described below.

1. Board.

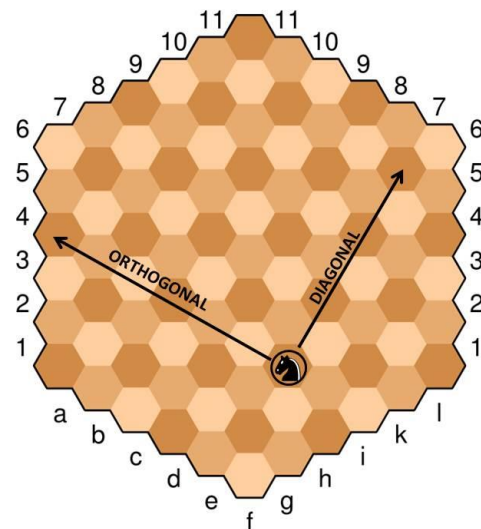
a. This uses a 91-cell hexagonal chess board with six hexagons per edge, with hexagons in three colors.

b. Setup. The board is placed with a vertex toward each player; the two sides extending from this vertex are the “friendly edges” of the board. The Screen is placed across the center of the board (through five diagonal hexes). No terrain or battle tiles may be placed in the hexes immediately adjacent to the screen, creating “no man’s land” in the center.

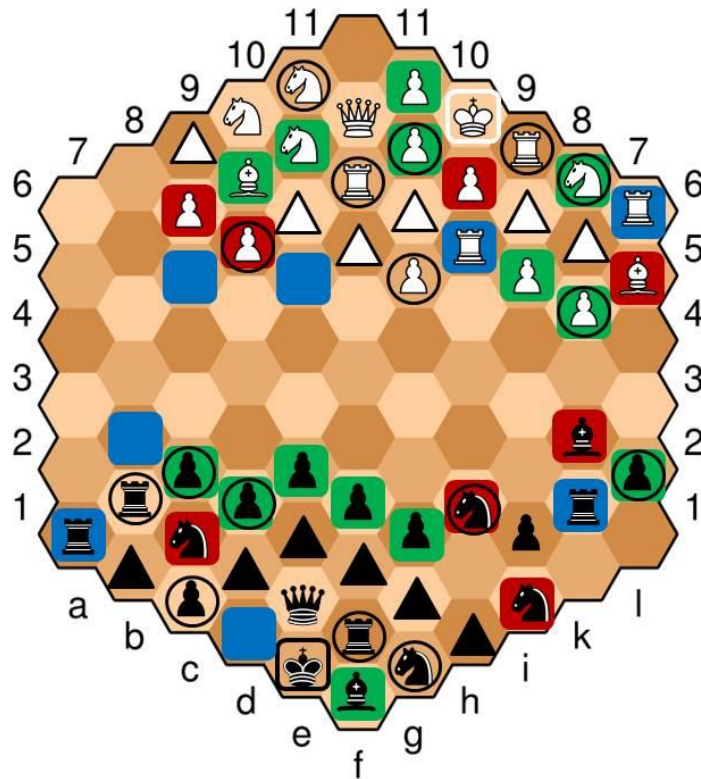


c. Movement. Orthogonal moves on the board pass across connected sides of hexagons. Diagonal moves pass along hex edges to hexagons of the same color.

2. Terrain Pieces (version C rules only). There are no grassland terrain tiles. 16 total terrain tiles are placed per player (1 Black/White Fortress, 4 Red Hills, 4 Blue Water, 7 Green Forest); all spaces not placed with one of the other terrain tiles are considered Grassland.



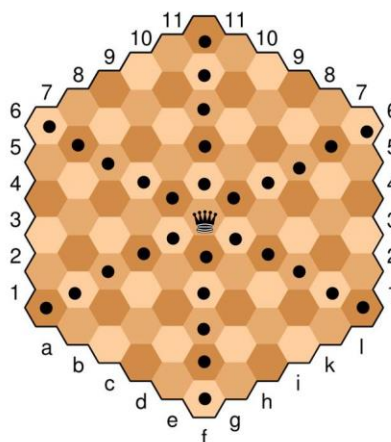
Diagonal & Orthogonal Movement



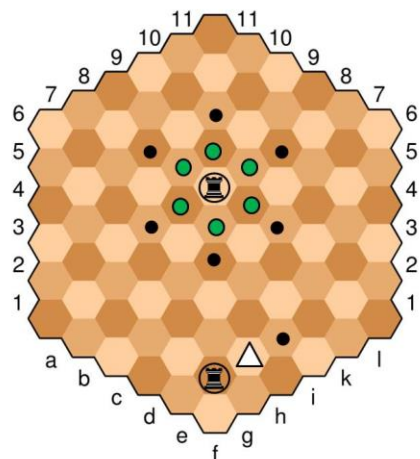
Board Setup using Terrain Pieces

3. Battle Pieces.

a. The Dragon loses diagonal movement and attack and may only move or attack orthogonally. The Dragon's movement is increased to 5 orthogonal.

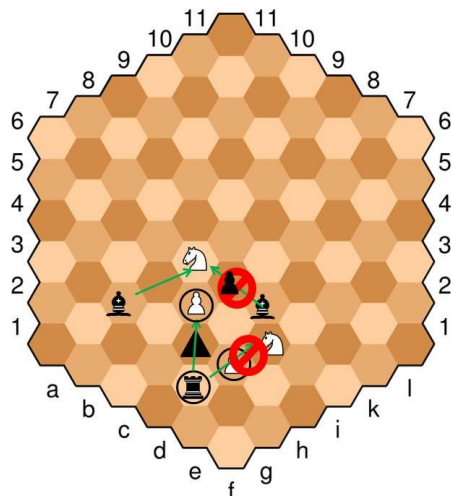


Dragon Movement



*Trebuchet Movement & Attack over Mountain
Green Dots for Move Range and Black for
Ranged Attack*

b. The Trebuchet and Crossbowmen lose diagonal attacks and may only attack orthogonally.



Trebuchet & Crossbowman Ranged Attacks

4. Optional Rules. The following are special optional rules for use in *Hex Cyvasse* or modifications to the optional rules provided for *Expert Cyvasse*, version C.

a. Sea Movement.

(1) The edges of the board are bounded by sea. The six corner hexes of the board are considered ports. Mountains may not be placed in these spaces.

(2) A piece in a port space may move “by sea” to the next port space up or down the coast using its move. If the new port space is occupied by an enemy piece, the moving piece must be able to capture the enemy piece to complete its move.

(3) The Dragon cannot move by sea.

b. Dragon in Reserve. If the Dragon in Reserve optional rule is used, the Dragon is placed on an empty space within two hexes of the friendly Fortress.

c. Dragonfyre. If the Dragonfyre optional rule is used, the Dragon's ranged attack is orthogonal with range 2.

Hex Cyvasse Battle Pieces Table (use for version A rules)

Battle Piece Type	Number per Side	Movement/Capture	Special
Trebuchet	2	2 orthogonal	Can attack over other pieces
Dragon	1	5 orthogonal	Can move across Mountains
Elephant	2	3 orthogonal	
Heavy Horse	2	3 diagonal	
Crossbowmen	2	2 orthogonal	
Light Horse	2	2 diagonal	
Spears	4	1 orthogonal or diagonal	
Rabble	4	1 orthogonal	
King	1	1 orthogonal or diagonal	Game ends when captured; Cannot move into CHECK
Mountain	6	None	Blocks all move except Dragon; all attacks except Trebuchet. Cannot be captured.

Hex Cyvasse Battle Pieces Table (use for version B rules)

Value	Battle Piece Type	Number per Side	Move/Capture	Special
9	Trebuchet	2	2 orthogonal	Can attack over Mountain or friendly piece
8	Dragon	1	5 orthogonal	Can fly over Mountain
7	Elephant	2	3 orthogonal	
6	Heavy Horse	2	3 diagonal	
5	Crossbowmen	2	2 orthogonal	
4	Light Horse	2	2 diagonal	
3	Spears	4	1 orthogonal or diagonal	
2	Rabble	4	1 orthogonal	
1	King	1	1 orthogonal or diagonal	Game ends when captured; Special flanking.
0	Mountain	6	None	Blocks all move except Dragon, all attacks except Trebuchet. Cannot be captured.

Hex Cyvasse Battle Pieces Table (use for version C rules)

Value	Battle Piece Type	Number per Side	Move	Capture	Special
9	Trebuchet	2	1 orthogonal	2 orthogonal, ranged	Can attack over Mountain or friendly piece
8	Dragon	1	5 orthogonal	As move	Can fly over Mountain; ignores terrain move effects; ruins Fortress; cannot move by sea
7	Elephant	2	3 orthogonal	As move	Ignores Water
6	Heavy Horse	2	3 diagonal	As move	
5	Crossbowmen	2	2 orthogonal	2 orthogonal, ranged	
4	Light Horse	2	2 diagonal	As move	
3	Spears	4	1 orthogonal or diagonal	As move	
2	Rabble	4	1 orthogonal	As move	
1	King	1	1 orthogonal or diagonal	As move	Game ends when captured; Special flanking; Boost Morale.
0	Mountain	6	None	None	Blocks all move except Dragon, all attacks except Trebuchet. Cannot be Captured.

Suggestions for creating a Cyvasse set:

1. Board. Use a commercially available chess board or hexagonal (three color) chess board.
2. Terrain pieces. Use poker chips or game tokens in black, white, red, blue, green, and yellow/orange.
3. Battle Pieces.
 - a. Use 25mm fantasy miniatures, or
 - b. Use two sets of chess pieces (King for King, Queen for Dragon, Rooks on blocks for Trebuchets, Rooks for Elephants, Knights on blocks for Heavy Horse, Knights for Light Horse, Bishops for Crossbowmen, Pawns on blocks for Spears, and Pawns for Rabble), and
 - c. 4-sided dice or differently colored pawns for Mountains