

Cyvasse

Chris Design.

Units

There are ten pieces, each with their own unique abilities. Each player receives one of each at the start of the game to place where they wish inside of their homeland.

Rabble:

Rabble can move one space at a time in every direction.

Elephant:

The Elephant can move two spaces at a time through other units in every direction.

Spearman:

The Spearman can move one space at a time horizontal or vertical. It cannot be taken by cavalry (horses and elephants) attacked from more than one space away.

Catapult:

The Catapult can move one space at a time and can attack in a two block radius.

Crossbowman:

The Crossbowman can move one space at a time in every direction and can attack in a one block radius.

Trebuchet:

The Trebuchet can move one space at a time and attack units three spaces away horizontal or vertical.

Dragon:

The Dragon is capable of traversing all tiles with no penalty in a straight line. It's only blocked by the enemy dragon. It can stand on mountains.

Light Horse:

The Light Horse can move three spaces at a time horizontal and vertical.

Heavy Horse:

The Heavy Horse can move two spaces at a time diagonally.

King:

The King is the most important piece in the game and moves one space in every direction.

Tiles

The game includes 4 different types of land and the combination of tiles can be determined by the player.

Mountains (red):

This tile is impassable to all units except Dragons. Ranged units may attack Dragons that are on mountain tiles but they cannot attack through one.

Water (blue):

Water stops a unit's movement once they enter it except Dragons. Trebuchets, Catapults and Crossbowmen cannot attack while on water.

Grass (grey):

Grass does not hinder or improve any unit's abilities.

Fortress (blank):

A Fortress is a tile that provides a unit shelter. A unit cannot be attacked while standing in this Fortress. It can only be attacked by a Dragon. When a Dragon destroys a unit, the Fortress is destroyed. A ruined Fortress cannot be used again in this manner and will then act as a grass tile.

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Game

Cyvasse is a game from Volantis. The game is still played everywhere in Westeros.

Setup

The board consists of an eight by eight play area with a total of 64 tiles. Each half, referred to as a kingdom, is an area of eight by four and is shown at the start of the game by a screen. During the start phase each player receives their tiles and constructs their homeland by placing tiles according to each of the tiles' attributes and considerations. After the tiles are arranged, players place their pieces. Once both players are ready, the screen is removed and the game begins. The white player starts the game.

Rules of the Game

Cyvasse is a game about strategy and tactical insight.

Turns

Every turn a player chooses a piece to move and/or attack with that piece.

Movement

Pieces move and attack at the same time. You attack a piece by moving into the same area or declare with which piece you attack a unit. Enemy pieces block your path and need to be removed in order to continue.

Combat

You can kill a piece with a melee or ranged attack. An attack ends movement for that turn. Players may attack and sacrifice their own pieces.

Melee

Melee pieces attack other pieces by moving into and occupying the space of the target piece, this piece is then eliminated. When a piece is engaged in an attack all movement is stopped for the remainder of that turn.

Ranged

Ranged pieces (Crossbowman, Catapult and Trebuchet) do not have to move to attack but can target and remove appropriate pieces which are within their range.

End Game

The game ends when one player's King is killed or cannot move a piece.