

BLACK SWAN CHESS – QUICK REFERENCE

ANALOG PROTOCOL · KEEP BESIDE THE BOARD · THE DICE OUTRANK YOU

THE TURN

1 DECLARE your move aloud → **2 TOSS** all three dice → **3 ORDER DICE** (sum vs danger band, below) → **4 RESOLVE** the move → **5 FATE DIE** — only if the turn was **spent**: on **6**, roll on the Event Table.

No Fate die on each player's first move. After a refusal, re-declare and re-Toss everything.

DANGER BANDS – BRIEFING (default)

DECLARED MOVE	2	3	4	5
Quiet move	Ref	Ref	—	—
Capture	Doom	Rep	Ref	—
Punching up	Doom	Doom	Rep	Ref

Punching up: defender worth more (P1 N3 B3 R5 Q9).

REFUSAL: not spent; the piece sulks this turn; order another piece. **REPELLED:** turn spent, nothing moves. **DOOMED:** turn spent, *attacker dies*, defender lives.

ALWAYS TRUE

- **Kings:** refuse quiet moves only on 2 · never Doomed (→ Repelled) · in check, never roll: they obey.
- **Pinned attacker** never dies (→ Repelled).
- **While in check:** captures cannot be Doomed/Repelled — any band result = Refusal (king exempt).
- Your **last movable piece cannot refuse** (skip the roll).
- **Spent is spent:** Repelled/Doomed close en-passant windows and advance the move number.

OTHER DOCTRINES

	SKIRMISH	MAELSTROM
Fate	6, confirm 4-6	5-6
Quiet	2 ref	2-4 ref
Capture	2 doom · 3 rep	2 doom · 3-4 rep · 5 ref
Punch up	2-3 doom · 4 rep	2-4 doom · 5 rep · 6 ref
Events	4→Wander, 6→Meteor	as printed

EVENT TABLE – FATE DIE FIRED

D6	EVENT	PROCEDURE
1	WANDER <i>move 2+</i>	Hits the player <i>about to move</i> ; count-off their movable pieces; 1d6 picks the move (destinations in scan order, wrap); re-roll a capture once; spends that player's turn ; pawn reaching last rank → Queen.
2	PROMOTION <i>move 4+</i>	Split + count-off (P/N/B/R). P→(1-3 N, 4-6 B) · N→R · B→R · R→Q.
3	DEMOTION <i>move 4+</i>	Count-off all N/B/R/Q. Q→R · R→(1-3 B, 4-6 N) · B→P · N→P. Fizzles if it would put a pawn on its last rank.
4	VANISH <i>move 4+</i>	Split + count-off among all non-kings. Remove the piece — simply gone.
5	METEOR <i>move 2+</i>	Count-off all non-pawn, non-king pieces — no split, pure chaos. Remove it.
6	BETRAYAL <i>move 6+</i>	Split + count-off among non-kings. Changes armies in place (swap twin or turncoat ring). Defected pawn on its new last rank → Knight. Never castle with a turncoat rook.

Locked event rolled → nothing happens. Move numbers = full moves.

CHOOSING VICTIMS

- **Scan order:** a1→h1, a2→h2 ... h8 (from White's side).
- **Count-off:** 2d6, count eligible pieces in scan order from a1, wrap. 13+ candidates: 3d6.
- **Commoner split** (Vanish/Promotion/Betrayal): 1d6 first — **1-4 pawns, 5-6 pieces** (never kings). Empty pool → other pool.

LAW III – SANITY

Kings are untouchable by every event. Any event that would leave **the player who just moved** in check is **wholly undone**. The player about to move can be left in check — even mated. Log every event in the Chronicle.

SOULS MODULE (optional)

Spirit per army, starts **6** (1-10): -1 lose N/B/R · -2 lose Q · -2 defection · +1 your promotion · +1 surviving an assault.

- **8-10 EXALTED:** ignore Refusals.
- **1-3 SHAKEN:** refusal bands widen one face; Vanish & Betrayal strike only the Shaken army.
- **GRUDGE X** = refused/wandered. 2+ → wider personal band; Betrayal takes most-Grudged.
- **LAUREL ★** = capture/check/survival. 2+ → never refuses; Promotion raises most-Laurelled.

THE CHRONICLE

BLACK SWAN CHESS – ANALOG PROTOCOL · ONE SHEET PER GAME · THE CHRONICLE IS THE TRUTH; THE WOOD IS JUST A REMINDER

DATE _____ WHITE _____ BLACK _____ DOCTRINE ☐ SKIRMISH ☐ TEMPEST ☐ MAELSTROM ☐ HOUSE _____

ARMY SPIRIT – track with a coin or pencil · start at 6

WHITE	1	2	3	4	5	6	7	8	9	10
BLACK	1	2	3	4	5	6	7	8	9	10

1–3 SHAKEN: BANDS WIDEN, THE VOID HUNTS YOU · 4–7 STEADY · 8–10 EXALTED: REFUSALS IGNORED

THE ROSTERS – name them as they distinguish themselves · x grudge (refused / wandered)
· ★ laurel (capture / check / survival)

WHITE ARMY			
NAME	PIECE	x / ★	FATE

BLACK ARMY			
NAME	PIECE	x / ★	FATE

Names of the old kingdom — Pawns: Wat · Hob · Tom · Dickon · Alf · Cubb · Nold · Perkin · Snell · Wilkin · Oddo · Brom | Knights: Sir Caradoc · Sir Brandel · Sir Yvo · Sir Mellor · Dame Rouncey · Sir Galfrid | Bishops: Frater Lux · Canon Orbis · Abbot Hale · Vicar Moone · Prior Comet · Deacon Voss | Rooks: Warden Grift · Castellan Ord · Keeper Stane · Bastion Hugh · Warden Mott · Castellan Brakk | Queens: Vela · Lyra · Carina · Noct | Kings: Aldric · Osric · Theldane · Morcar

THE EVENTS – every catastrophe gets its line

MOVE	EVENT	THE LINE	(who, where, what the void did)
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Keep the move list on the facing notepad page. Refusals, repelled attacks and doomed assaults are worth a note too — grudges are how betrayals begin.

PIECE OF THE MATCH – surviving or fallen, the soul whose story moved the most

EPITAPH OR EULOGY – written by the winner

RESULT

BY CHECKMATE / DRAW / RESIGNATION