

The Chess Army (FIDE Army)

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

Army Size: 16 Pieces

8 Pawns	2 Rooks	2 Knights
2 Bishops	1 Queen	1 King

How to Lose: In Fide Chess You lose by having your King captured, OR by having your king put into a position that he cannot move safely from.

Pieces:



Pawn (Pawn) A2~H2 / A7~H7

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)

1st Move: May move 2 spaces forward on the first move ONLY.

Capture: Pawns capture a piece by moving diagonally 1 space forward onto the enemy piece.

En Passer: If another pawn moves 2 spaces (See 1st Move), and lands next to an enemy pawn. The enemy pawn may move diagonally to land behind the pawn and capture it.

Promotion: If a pawn reaches the last space on the far side of the board, it can be promoted to any piece the player currently has in their captured collection.



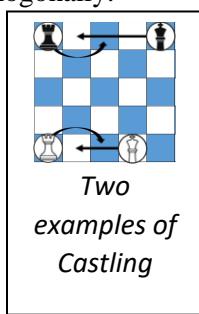
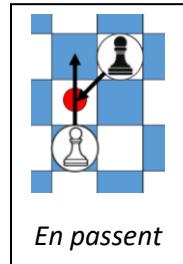
Rook (Rook) A1 & H1 / A8 & H8

Rooks are the war chariots of the battlefield. They are fast and deadly.

Move: Move any number of spaces orthogonally.

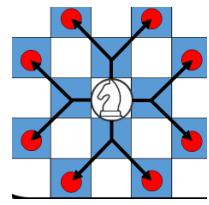
Castling: If neither Rook nor King have been moved, AND there is no pieces between them, they may both move at the same time. When they move, the two pieces go half way and flip sides.

Capture: If the Rook ends a move on another piece it is captured.



Knight (Knight) B1 & G1 / B8 & G8

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 may leap over pieces when they move.

Capture: If a Knight ends a move on another piece it is captured.



Bishop (Bishop) C1 & F1 / C8 & F8

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 any number of spaces in a diagonal direction.

Capture: If a Bishop ends a move on another piece it is captured.



Queen (Queen) D1 / E8 (Always begins on her own color)

The Queen is The Kings wife, and the one who is by his side through everything. She works hard to make sure her husband is successful in his wars.

Move: The Queen moves any number of spaces in a straight direction (diagonally or orthogonally)

Capture: If a Queen ends a move on another piece it is captured.



King (King) E1 / D8

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

Casting: see above.

Capture: If a King ends a move on another piece it is captured



Background:

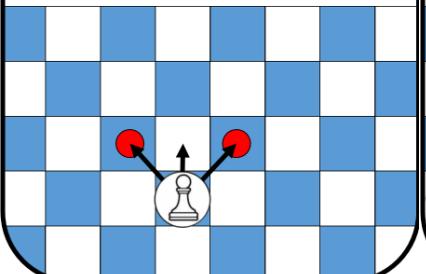
The FIDE army is considered the International Army of Chess. It is played around the world. The history of FIDE Chess is not the focus of this file and can be found online easily.



Pawn

Rank Pawn
Start: A2~H2
A7~H7

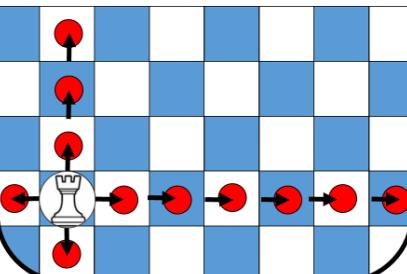
Move: 1 Space forward.
Capture: Move Diagonally onto enemy.
Special: **Optional** Double Move as first move, En-Passant, Promotion



Rook

Rank Rook
Start: A1 & H1
A8 & H8

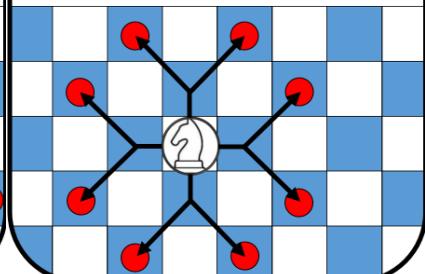
Move: Any number of Spaces, orthogonally
Capture: By Move
Special: Castling



Knight

Rank Knight
Start: B1 & G1
B8 & G8

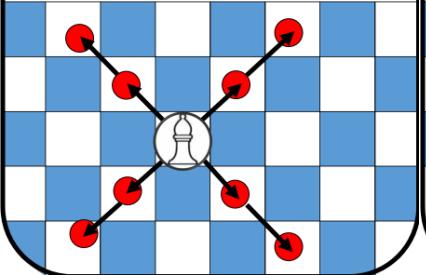
Move: 1 space orthogonally, THEN 1 space diagonally
Capture: By Move
Special: Leaps over pieces during move



Bishop

Rank Bishop
Start: C1 & F1
C8 & F8

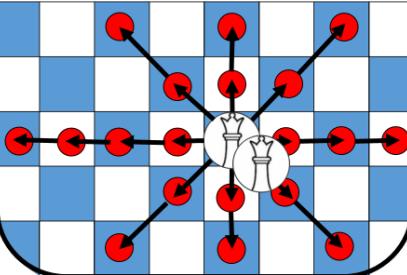
Move: any number of spaces diagonally
Capture: By Move
Special: None



Queen

Rank Queen
Start: D1
E8

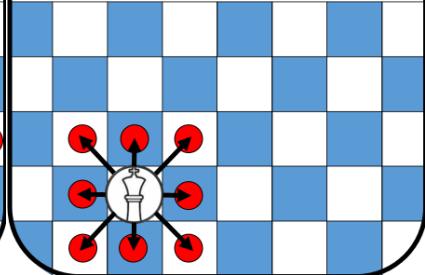
Move: any number of spaces diagonally or orthogonally
Capture: By Move
Special: None



King

Rank King
Start: E1
D8

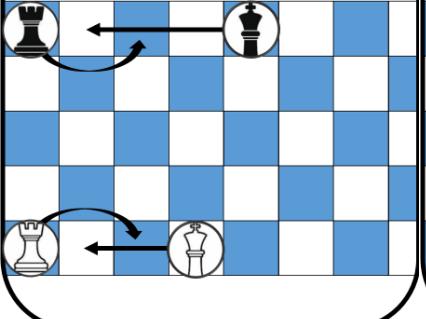
Move: 1 spaces orthogonally
Capture: By Move
Special: Castling



Castling

Needs: King
Rook

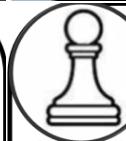
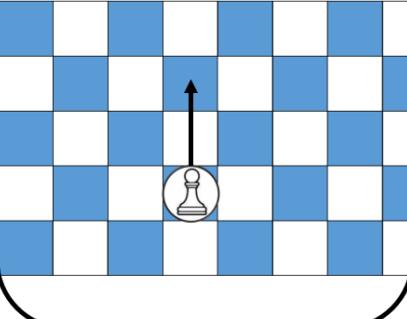
Special Move: If neither King nor 1 Rook have moved yet, they may both move to the middle space trading sides



Double Step

Needs: Pawn

Special Move: On the first Move only, a Pawn may move 2 spaces.



En Passant

Needs: Pawn that just double stepped

Special Move: After a Double Step, another Pawn may move diagonally behind it and capture her.

