

# THE CHESS ARMY

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

**Army Size:** 16 Pieces      **Strength:** 64

8 Soldiers	2 Lieutenants	2 Sergeants
2 Captains	1 Chief	1 General

**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 (Soldier)



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.

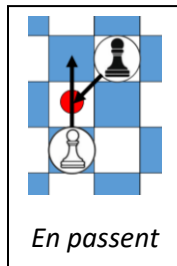
**Move:** Pawns move 1 space vertically forward (never backward)

**1<sup>st</sup> 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 Passe:** If another pawn moves 2 spaces (See 1<sup>st</sup> 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 (Lieutenant)



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.



Baldwin Games

<https://baldwin-games.com/>

### Knight (Sergeant)

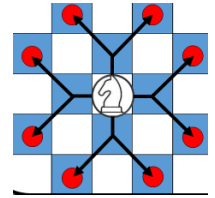


Knights are the soldiers in shining armor. They ride into battle on horses also clad in shining armor. They gallop around the field and move easily through the crowds.

**Move:** Knights move 1 space orthogonally THEN 1 space diagonally.

**Leap:** Knights may leap over pieces when they move.

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



### Bishop (Captain)



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 (Chief)



On standard board *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 (General)



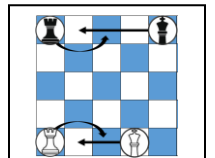
The King is the most important piece on the board for each player. If the King is captured, the game ends. He is the avatar of the player and is in charge of making all decisions related to the war.

**Move:** The King moves 1 space in any direction

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

**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.

**EndGame:** The game ends if the King is captured or put in Checkmate.



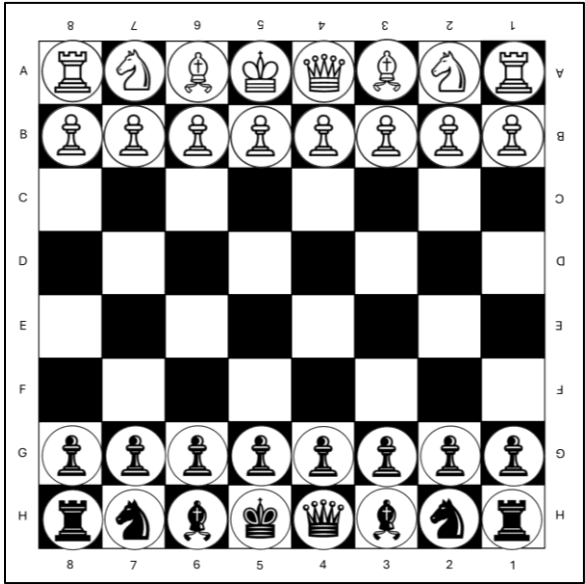
Two  
examples of  
Castling

# ChessWar Traditional

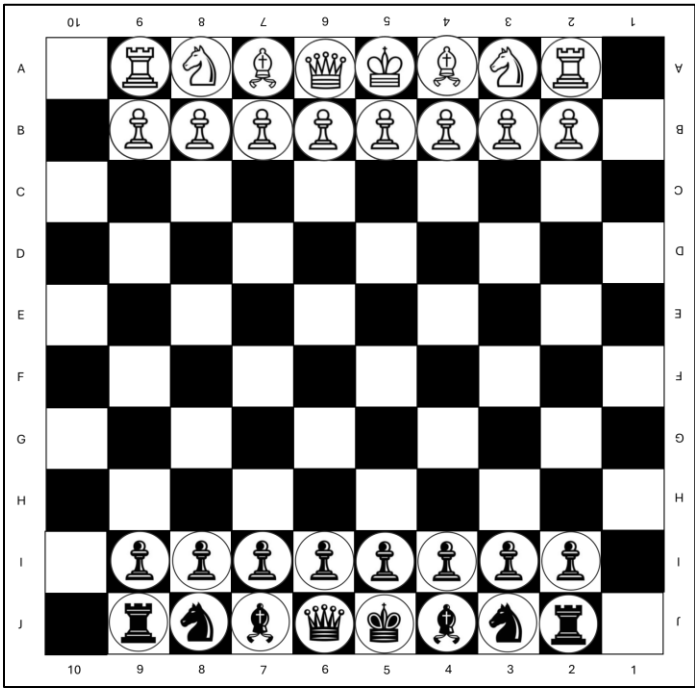
## Background:

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.

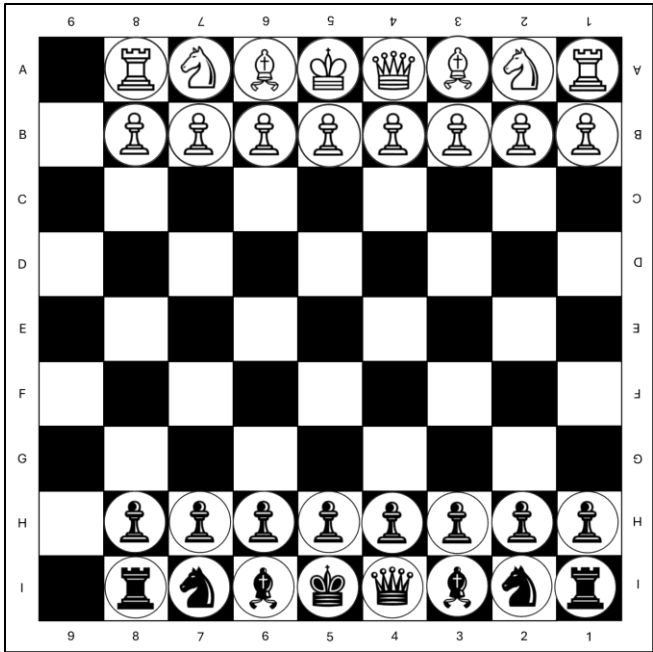
## Standard Starting places:



## On a 10x10 board



## On a 9x9 board





### Pawn

**Rank** Soldier

**Move:** 1 Space forward.


**Capture:** Move Diagonally onto enemy.

**Double Move:** (See Special Card)

**En-Passant:** (See Special Card)

**Promotion:** If the Pawn reaches the final space vertically, they may be promoted to any captured piece.





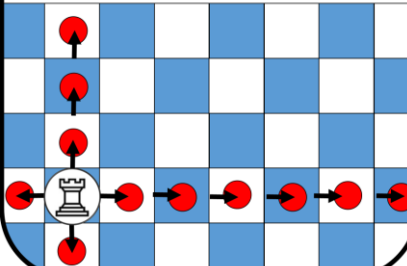
### Rook


**Rank** Lieutenant

**Move:** Any number of Spaces, orthogonally

**Capture:** By Move

**Castling** (See Special Card)





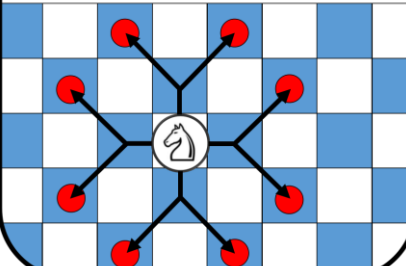
### Knight


**Rank** Sergeant

**Move:** 1 space orthogonally, THEN 1 space diagonally

**Capture:** By Move

**Special:** Leaps over pieces during move





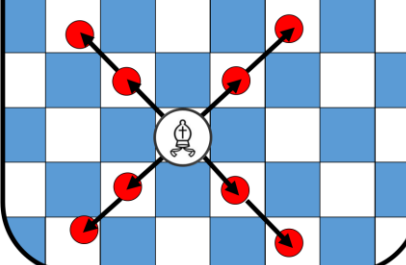
### Bishop


**Rank** Captain

**Move:** any number of spaces diagonally

**Capture:** By Move

**Special:** None





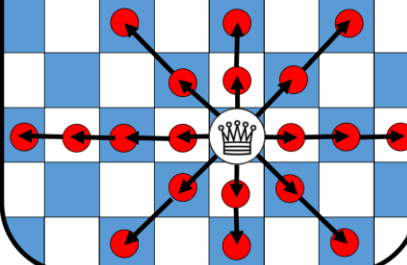
### Queen


**Rank** Chief

**Move:** any number of spaces diagonally or orthogonally

**Capture:** By Move

**Special:** None





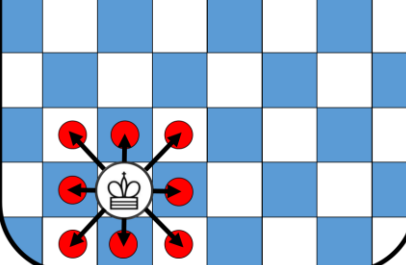
### King


**Rank** General

**Move:** 1 spaces orthogonally

**Capture:** By Move

**Special:** Castling

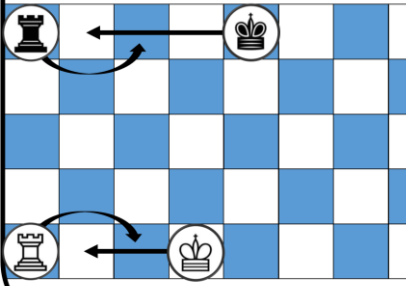





### Castling

**Needs:** King Rook

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

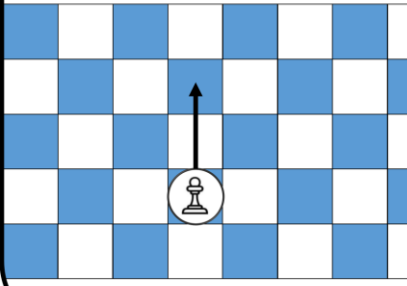





### Double Step

**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.

