# 13 Summary: What the Chessmen Can and Cannot Do

White makes the first move of the game – always.

Players MUST move alternately (taking turns) and cannot “pass” a turn.

The number after each piece name below is the maximum number of squares that unit may be able to move to.

*Forwards* = “up” for White and “down” for Black

*Backwards* = “down” for White and “up” for Black

The far end of the board is the 8th rank (from White’s viewpoint), the 1st rank (from Black’s viewpoint)

<table>
<thead>
<tr>
<th>CAN</th>
<th>CANNOT</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>King</strong> 8</td>
<td></td>
</tr>
<tr>
<td>Move forwards</td>
<td>Jump over anything</td>
</tr>
<tr>
<td>Move sideways (left-right)</td>
<td>Move to a square occupied by a friendly unit</td>
</tr>
<tr>
<td>Move backwards</td>
<td>Move to a square attacked by an enemy unit</td>
</tr>
<tr>
<td>Move slanty-wise “diagonally” (forwards or backwards)</td>
<td>Move to a square next to the other king</td>
</tr>
<tr>
<td>capture (take) enemy units</td>
<td>Stay on a square attacked by an enemy unit</td>
</tr>
<tr>
<td>capture (take) the same way it moves</td>
<td>capture (take) the enemy king</td>
</tr>
<tr>
<td>move across two squares when castling</td>
<td>capture (take) “en passant”</td>
</tr>
<tr>
<td></td>
<td>be captured (taken) “en passant”</td>
</tr>
<tr>
<td><strong>Queen</strong> 27</td>
<td></td>
</tr>
<tr>
<td>Move forwards</td>
<td>Jump over anything</td>
</tr>
<tr>
<td>Move sideways (left-right)</td>
<td>Move to a square occupied by a friendly unit</td>
</tr>
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<td>Move backwards</td>
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<td></td>
</tr>
<tr>
<td>Piece</td>
<td>Value</td>
</tr>
<tr>
<td>-------</td>
<td>-------</td>
</tr>
<tr>
<td>Rook</td>
<td>14</td>
</tr>
<tr>
<td>Bishop</td>
<td>13</td>
</tr>
<tr>
<td>Knight</td>
<td>8</td>
</tr>
<tr>
<td>Pawn</td>
<td>1-2-3-4</td>
</tr>
</tbody>
</table>

### Rook 14
- **Move forwards**
- **Move sideways (left-right)**
- **Move backwards (left-right)**
- **Jump over anything**
- **Move to a square next to the other king**
- **Move to a square attacked by an enemy unit**
- **Stay on a square attacked by an enemy unit**
- **Capture (take) enemy units**
- **Capture (take) the same way it moves**
- **Capture (take) the enemy king**
- **Capture (take) “en passant”**
- **Be captured (taken) “en passant”**

### Bishop 13
- **Move forwards (only along the diagonal)**
- **Move backwards (only along the diagonal)**
- **Move sideways (left-right)**
- **Move backwards (except along a diagonal)**
- **Move slanty-wise “diagonally” (forwards or backwards)**
- **Jump over anything**
- **Move to a square next to the other king**
- **Move to a square attacked by an enemy unit**
- **Stay on a square attacked by an enemy unit**
- **Capture (take) enemy units**
- **Capture (take) the same way it moves**
- **Capture (take) the enemy king**
- **Capture (take) “en passant”**
- **Be captured (taken) “en passant”**

### Knight 8
- **Jump over anything in its way when moving**
- **Move forwards**
- **Move backwards**
- **Move sideways (left-right)**
- **Move to a square next to the other king**
- **Move to a square attacked by an enemy unit**
- **Stay on a square attacked by an enemy unit**
- **Capture (take) enemy units**
- **Capture (take) the same way it moves**
- **Capture (take) the enemy king**
- **Capture (take) “en passant”**
- **Be captured (taken) “en passant”**

### Pawn 1-2-3-4
- **Move forwards**
- **Move sideways (left-right)**
- **Move to a square next to the other king**
- **Move backwards**
Move to a square attacked by an enemy unit  
Stay on a square attacked by an enemy unit  
Capture (take) enemy units  
Unique ability to change into a Q, R, B or N, which it must do when it reaches the “far” end  
Capture (take) “en passant”  
Be captured (taken) “en passant”  

Move slanty-wise “diagonally”  
Jump over anything (note especially that it does NOT capture the same way as in draughts)  
Move to a square occupied by a friendly unit  
Capture (take) the enemy king  
Capture (take) the same way it moves  

In case you are confused by the “1-2-3-4” for the pawn:

If it has already moved, then it can advance only 1 square, but

- it may be able to capture something, adding a square = 2
- it may have a choice of captures, adding two squares = 3
- If it is unmoved, then it can advance 2 squares and
  - it may be able to capture something, adding a square = 3
  - it may have a choice of captures, adding two squares = 4