

CHESS · VARIANT 14 OF 153

ASEAN Chess

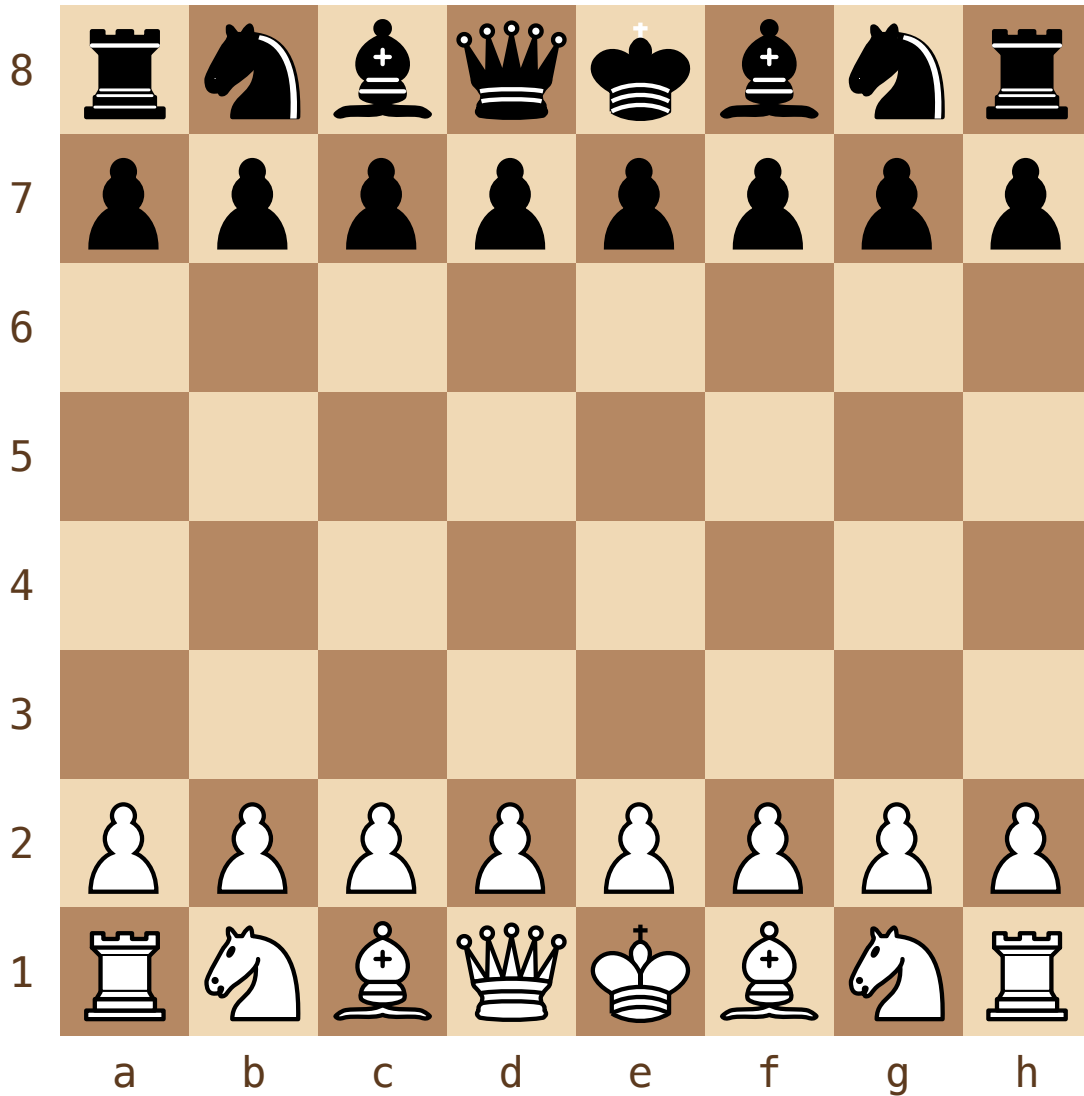
8×8

BOARD

2

PLAYERS

ASEAN CHESS



ASEAN Chess – starting position

<https://engine.moddable.games/play/?game=chess&variant=asean>

ASEAN Chess was codified by the ASEAN Chess Federation as a standardized form of traditional Southeast Asian chess intended to serve as a regional competitive standard and a bridge between FIDE chess and local traditions such as Makruk (Thai Chess) and Sittuyin (Burmese Chess). It uses the same piece roster as Makruk but with two key adjustments: Pawns start on rank 2 (as in FIDE chess, not rank 3 as in Makruk) and the counting rules are streamlined.

PIECES

ENGLISH NAME	LOCAL NAME	MOVEMENT
King	Khun	1 square in any direction.
Ferz (Queen)	Met	1 square diagonally in any direction. (Not the unlimited-range FIDE Queen.)
Bishop	Khon	1 square diagonally in any direction. (Identical movement to the Ferz.)
Knight	Ma	Standard (2+1) L-shape jump; leaps over intervening pieces.
Rook	Ruea	Slides any distance orthogonally.
Pawn	Bia	1 square straight forward; captures 1 square diagonally forward. No double first move.

STARTING POSITION

Pawns start on rank 2 (White) and rank 7 (Black) – unlike Makruk, where Pawns begin on ranks 3 and 6.

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8 ♚ ♜ ♞ ♟ ♠ ♡ ♛ ♞
7 ♜ ♞ ♟ ♠ ♡ ♛ ♞ ♚
6 . . . . . . . .
5 . . . . . . . .
4 . . . . . . . .
3 . . . . . . . .
2 ♠ ♡ ♛ ♞ ♚ ♜ ♞ ♟
1 ♚ ♜ ♞ ♟ ♠ ♡ ♛ ♞
  a b c d e f g h

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Note: The Ferz (met) is placed at d1 for White and e8 for Black, beside the King. The Bishop occupies f1/c8 (and c1/f8), flanking the Ferz and Knight.

PAWN PROMOTION

A Pawn that reaches rank 6 (for White) or rank 3 (for Black) promotes immediately and automatically to a Ferz. There is no other promotion option. A promoted Ferz moves 1 square diagonally, like all Ferz pieces.

Note: Promotion occurs at rank 6/3, not at the final rank. Once promoted, the Ferz can advance further into the opponent's territory.

FERZ AND BISHOP MOVEMENT

Both the Ferz and the Bishop move exactly 1 square diagonally. They differ only in role and number:

- ♦ Each player has 1 Ferz (starting next to the King).
- ♦ Each player has 2 Bishops.
- ♦ All three pieces have identical movement.

This means each player effectively has three pieces of the same movement type, giving the Ferz its value through the central position it starts from and through promotion.

CHECK AND CHECKMATE

Standard rules. The King is in check when attacked by any opponent piece; the owner must resolve it. Checkmate (check with no legal escape) ends the game; the checkmated player loses.

STALEMATE

Stalemate (a player has no legal move but is not in check) is a draw in ASEAN Chess – unlike in Makruk, where stalemate is a loss for the stalemated player.

COUNTING RULES (DRAW MECHANISM)

When one side has no more Pawns, the opposing side must deliver checkmate before a move count is reached or the game is drawn. The count begins from the moment the last Pawn is captured.

REMAINING ATTACKER FORCE	MOVES TO MATE
Rook(s) only	16 moves
Bishops and/or Knights	44 moves
Ferz only	64 moves

If the count expires without checkmate, the game is declared a draw. The count resets if any piece is captured during the count.

DIFFERENCES FROM MAKRUK

FEATURE	MAKRUK (THAI)	ASEAN CHESS
Pawn starting rank	Rank 3/6	Rank 2/7
Stalemate	Loss for stalemated player	Draw
Counting rules	Makruk counting system	Streamlined table above
Koul/Bishop move	1-step diagonal only	1-step diagonal only (same)

ATTRIBUTION

Codified by the ASEAN Chess Federation for regional competitive play. Public domain rule set.