

CHESS · VARIANT 66 OF 153

Grand Chess

10×10

BOARD

2

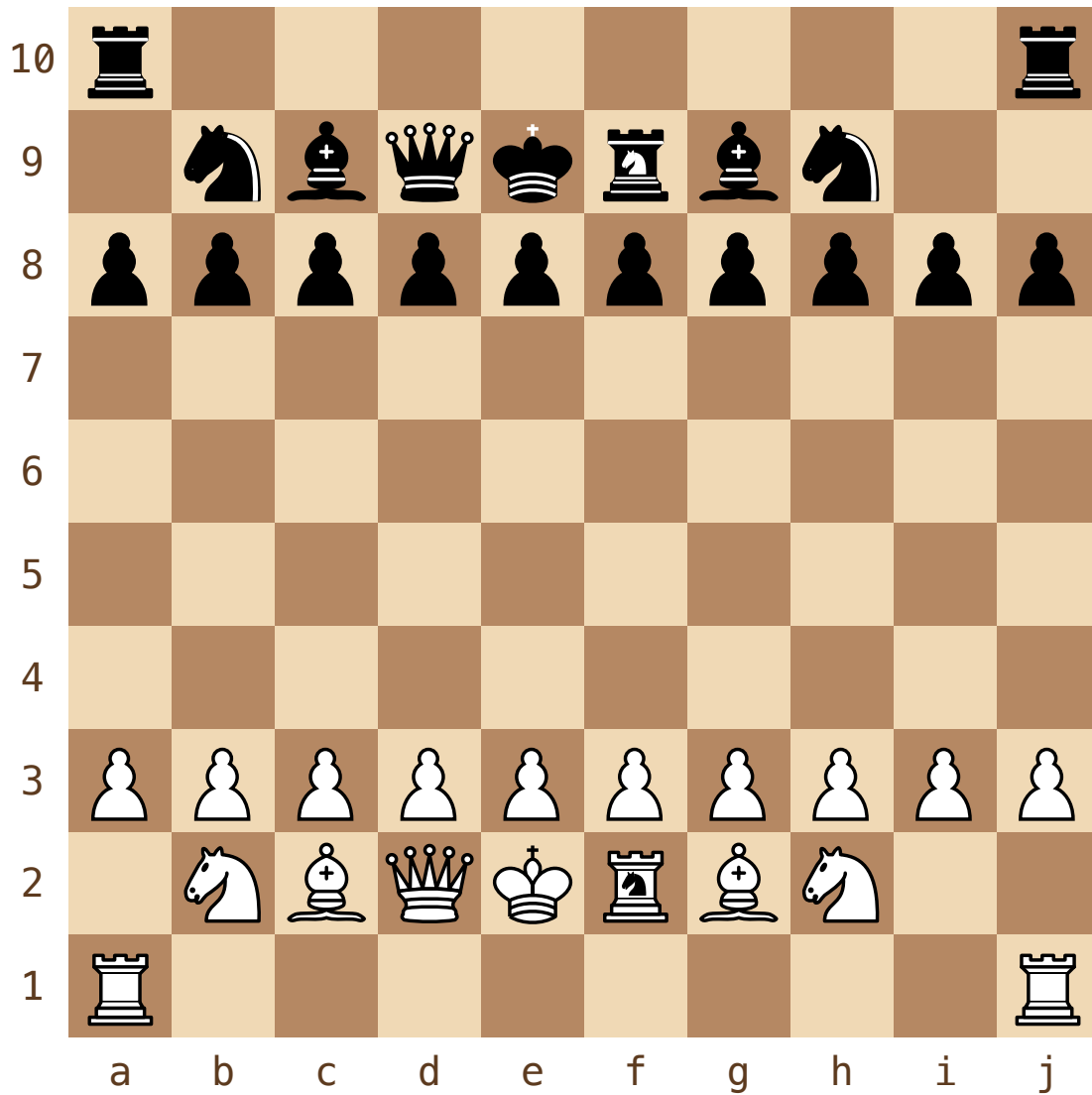
PLAYERS

GRAND CHESS

A 10×10 variant that adds the Archbishop and Chancellor without changing any existing piece rules. Considered one of the cleanest large-board variants — no special rules, just a bigger stage.

SETUP

Board: 10×10 (100 squares).



Grand Chess – starting position (10×10)

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

PIECES

Pieces (per side): 1 King, 1 Queen, 1 Archbishop, 1 Chancellor, 2 Rooks, 2 Bishops, 2 Knights, 10 Pawns.

- ♦ **Archbishop** (♐+♞) — Bishop + Knight compound.
- ♦ **Chancellor** (♖+♞) — Rook + Knight compound.

Setup: Pawns on rank 3. Back two ranks arranged: empty corners, pieces spread across ranks 1–2 with King and Queen central.

FEN: r8r/1nbqkcbn1/pppppppppp/10/10/10/10/PPPPPPPPPP/1NBQKCBN1/R8R w - - 0 1

RULES

- ♦ **No castling.** The wider board makes it unnecessary.
- ♦ **Pawn promotion:** Pawns reaching rank 8 or 9 MAY promote. Pawns reaching rank 10 MUST promote. Promotion to any captured piece only — you cannot promote if all pieces of that type are on the board.
- ♦ **En passant** works normally.
- ♦ All other standard chess rules apply.

WIN CONDITION

Checkmate.

STRATEGY

With no castling, King safety comes from piece coordination rather than a pawn shelter. The Archbishop excels in closed positions, the Chancellor on open files. The promotion restriction (captured pieces only) means trading pieces has promotion implications — don't trade your last Knight if you might need one back via promotion.

ATTRIBUTION

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