

CHESS · VARIANT 76 OF 153

Immunization Chess

8×8

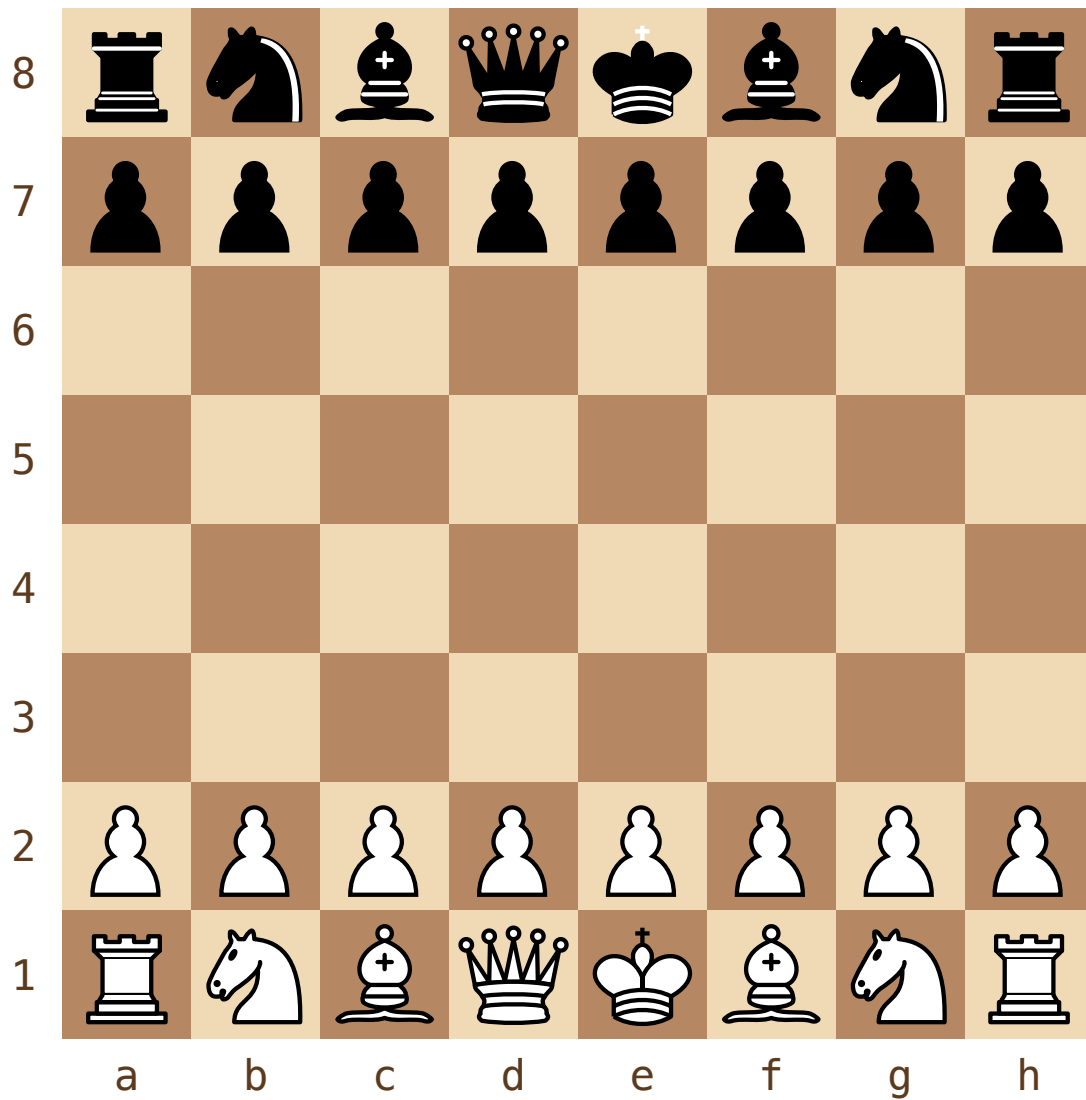
BOARD

2

PLAYERS

IMMUNIZATION CHESS

Captures trigger an immune response in nearby pieces. When a piece is captured, all enemy pieces adjacent to the capture square become immune to capture for 2 turns.



Immunization Chess – starting position

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

SETUP

Board: Standard 8×8.

Setup: Standard chess setup.

FEN: rnbqkbnr/pppppppp/8/8/8/8/PPPPPPPP/RNBQKBNR w KQkq - 0 1

RULES

- When a capture occurs, all enemy (defender's) pieces on squares adjacent to the capture square become immune for 2 turns.
- Immune pieces cannot be captured but can still be blocked, checked, and moved normally.
- Kings cannot become immune.
- Immunity wears off after 2 full turns.
- Immune pieces still deliver check and control squares normally.
- You cannot capture an immune piece – the move is illegal.
- All other standard chess rules apply.

WIN CONDITION

Checkmate the opponent's King.

STRATEGY

Captures create a defensive shield around the victim's neighbours – making exchanges near clustered pieces dangerous. Isolated pieces are more vulnerable since they have fewer neighbours to immunize. Plan captures carefully: taking a piece that immunizes a more valuable neighbour is often a mistake.

ATTRIBUTION

Modern variant. Public domain.