

CHESS · VARIANT 92 OF 153

McCooney's Hexagonal Chess

91 hexes (11 files a-k)

BOARD

2

PLAYERS

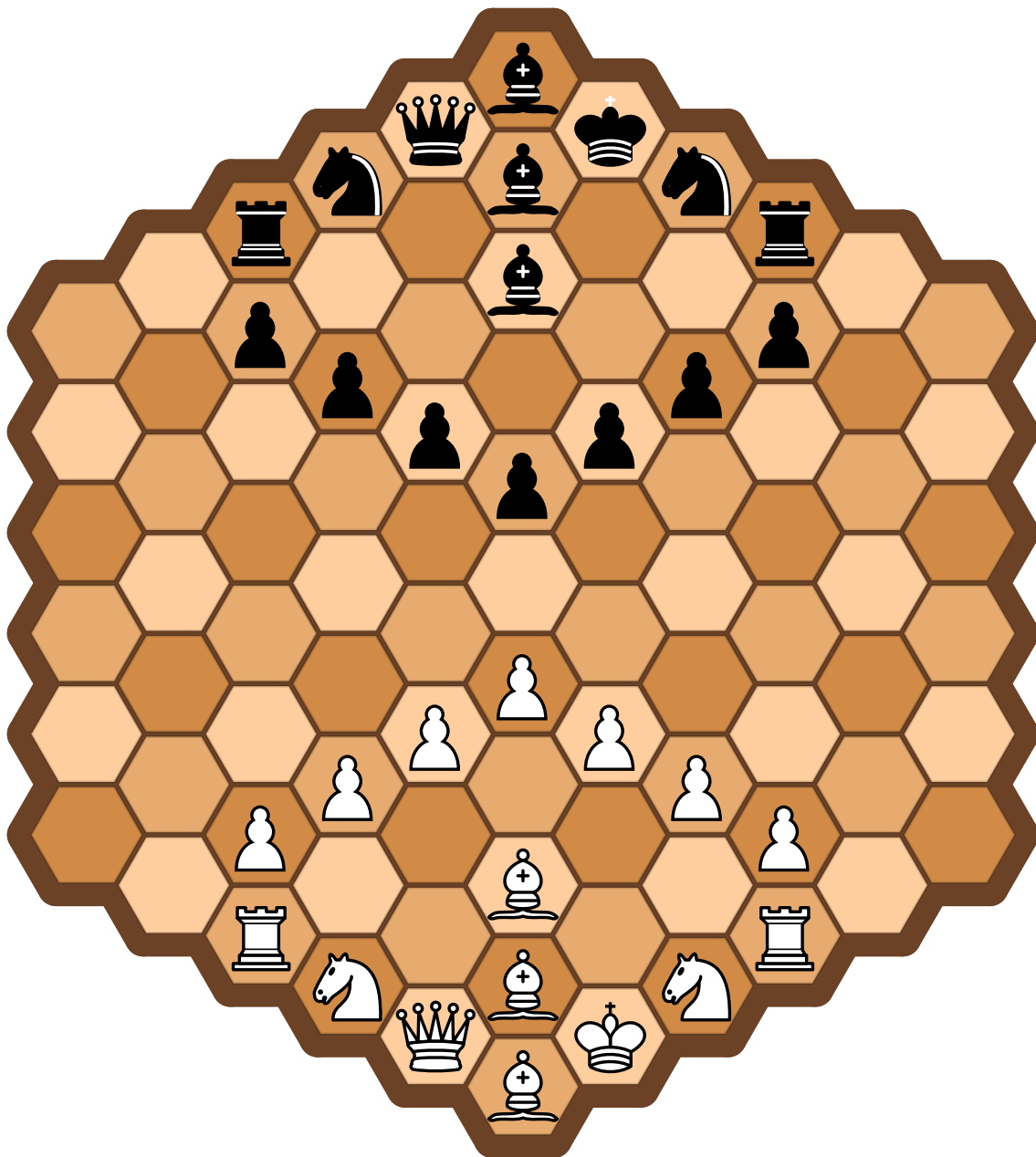
MCCOOEY'S HEXAGONAL CHESS

Invented by Dave McCooley and published on chessvariants.com. Played on the same 91-hex board as Gliński but with different pawn rules and 7 pawns per side.

SETUP

Board: 91-hex hexagonal grid, same as Gliński.

Pieces per side: King, Queen, 2 Rooks, 2 Bishops, 2 Knights, 7 Pawns (15 pieces total).



McCooley's Hexagonal Chess – starting position

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

KEY DIFFERENCES FROM GLIŃSKI

RULE	GLIŃSKI	MCCOOEY
Pawns per side	9	7
Pawn capture direction	Orthogonal (rook, 60°)	Diagonal (bishop, 60°)
Center pawn double step	Allowed	Not allowed (f-file pawn cannot double-step)
Stalemate	3/4 to 1/4 split	Draw (1/2 each)

PAWNS

Pawns move one cell straight forward. They capture one cell **diagonally forward** (through a shared corner, bishop direction). The f-file pawn (center pawn) may not make an initial double step.

All other pawns may make an initial double step from their starting position. En passant applies.

Promotion: same as Gliński – on reaching the opponent's furthest rank in that file.

RULES

Identical to standard chess and Gliński except as noted above. Stalemate is a draw. No castling.

WIN CONDITION

Checkmate.

ATTRIBUTION

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