

CHESS · VARIANT 104 OF 153

Orda Chess

8×8

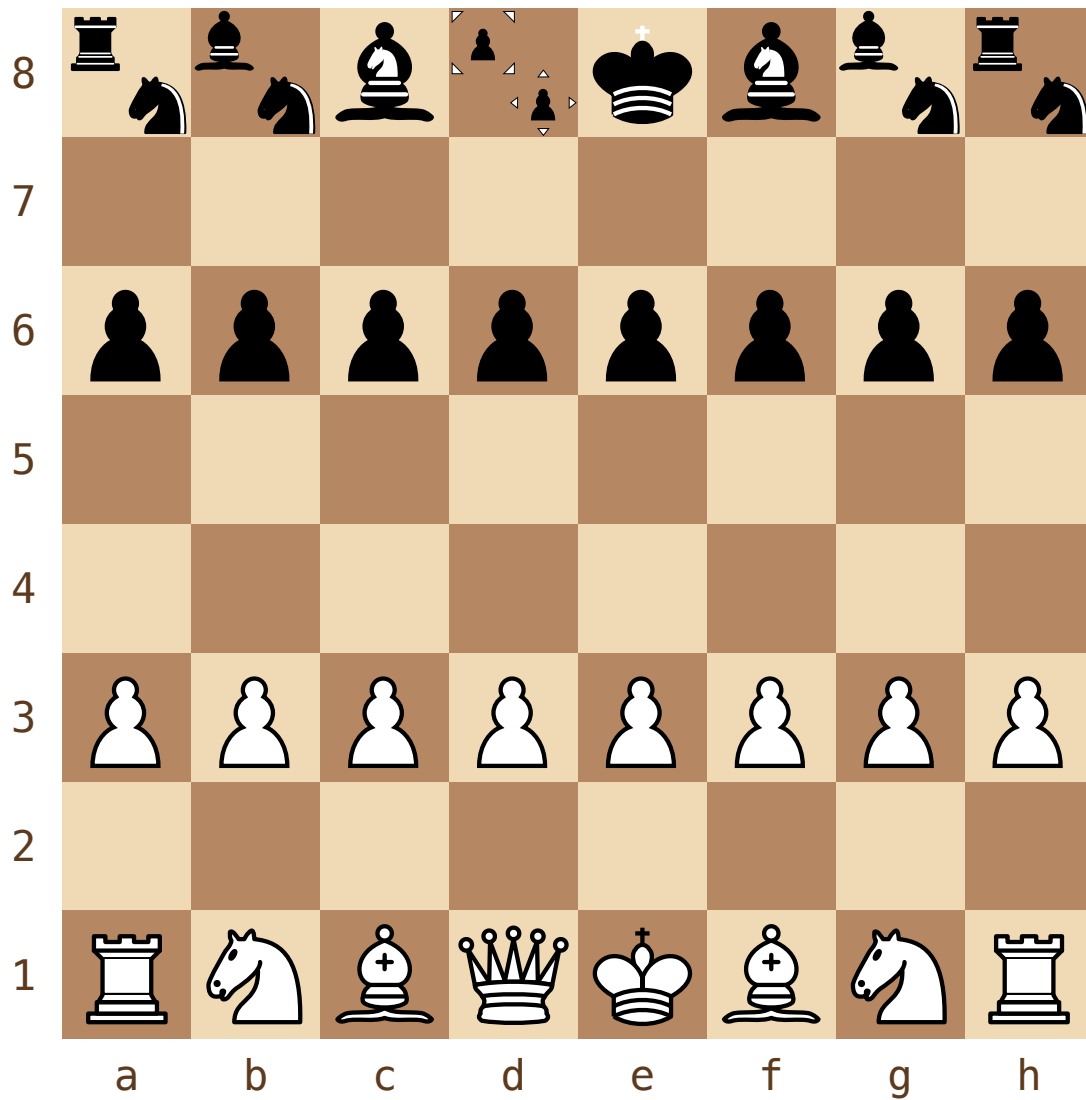
BOARD

2

PLAYERS

ORDA CHESS

An asymmetric variant where White plays standard chess and Black commands the Mongol Horde — pieces that move differently from how they capture.



Orda Chess – starting position

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

SETUP

Board: Standard 8×8.

White (standard): Standard chess setup.

Black (Horde): Pawns on rank 7. Back rank: Lancer, Archer, Kheshig, Khan, Yurt, Kheshig, Archer, Lancer.

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RULES

Yurt (y) – Moves one square diagonally. Captures one square orthogonally. (Replaces the Queen.)

Lancer (l) – Moves like a Rook (slides orthogonally). Captures like a Knight (L-shaped jump). Cannot slide to capture.

Archer (h) – Moves like a Bishop (slides diagonally). Captures like a Knight (L-shaped jump). Cannot slide to capture.

Khan (k) – Moves and captures as a standard King.

Kheshig – Standard Knight movement and capture.

- ♦ White can castle. Black cannot (the Khan starts on e8).
- ♦ Black's Lancers and Archers have split movement: they slide freely for non-capturing moves but must jump (like a Knight) to capture.
- ♦ Standard pawns for both sides.

WIN CONDITION

Checkmate the opponent's King/Khan.

STRATEGY

Black's Lancers and Archers are powerful positional pieces (full rook/bishop mobility) but limited attackers (knight-range capture only). White must exploit the Horde's short capture range while avoiding their positional dominance. Black should use Lancers for long-range control and coordinate Archers for knight-distance attacks.

ATTRIBUTION

Designed by Couch Tomato (2020). Popularised on Pychess. Public domain.