

CHESS · VARIANT 117 OF 153

# Recruitment Chess

**8×8**

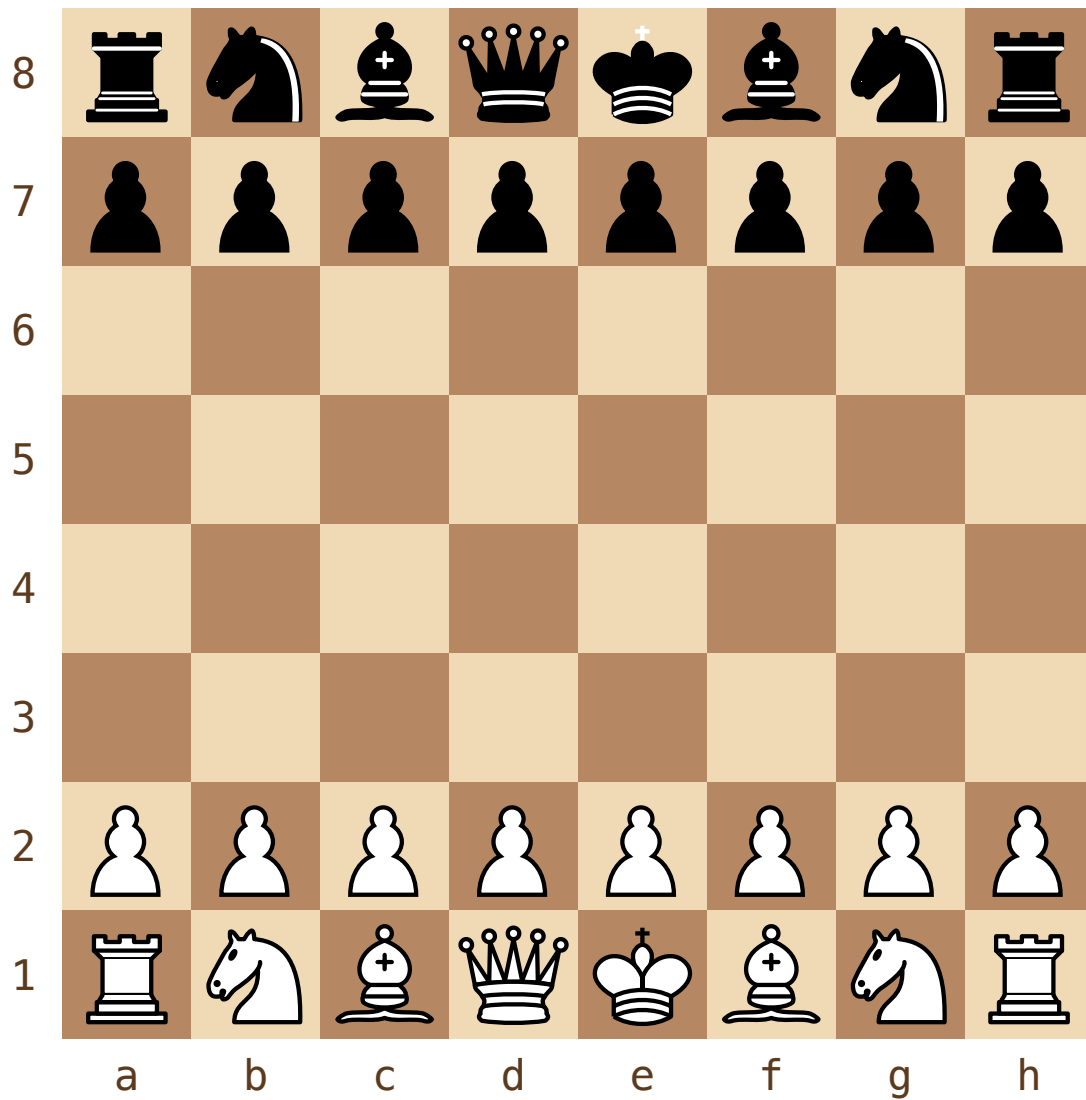
BOARD

**2**

PLAYERS

## RECRUITMENT CHESS

Captured pieces switch sides. When you capture, the taken piece flips colour and appears on the square your capturing piece vacated. The board fills with turncoats.



*Recruitment Chess – starting position*

<https://engine.moddable.games/play/?game=chess&variant=recruitment-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 piece captures, the captured piece switches colour and is placed on the square the capturing piece moved from.
- ♦ Kings cannot be recruited (capturing the King ends the game normally).
- ♦ En passant captures also recruit – the captured pawn appears on the captor's starting square.
- ♦ Recruited pieces can move on the very next turn.
- ♦ All other standard chess rules apply.

## WIN CONDITION

Checkmate the opponent's King.

## STRATEGY

Every capture is a double swing – you gain a piece AND the opponent gains a defector behind your lines. This makes tactical exchanges far more complex. Avoid capturing pieces that would create dangerous recruits in your back rank. Sometimes not capturing is the best move.

## ATTRIBUTION

Modern variant. Public domain.