

CHESS · VARIANT 127 OF 153

Shatranj Kamil

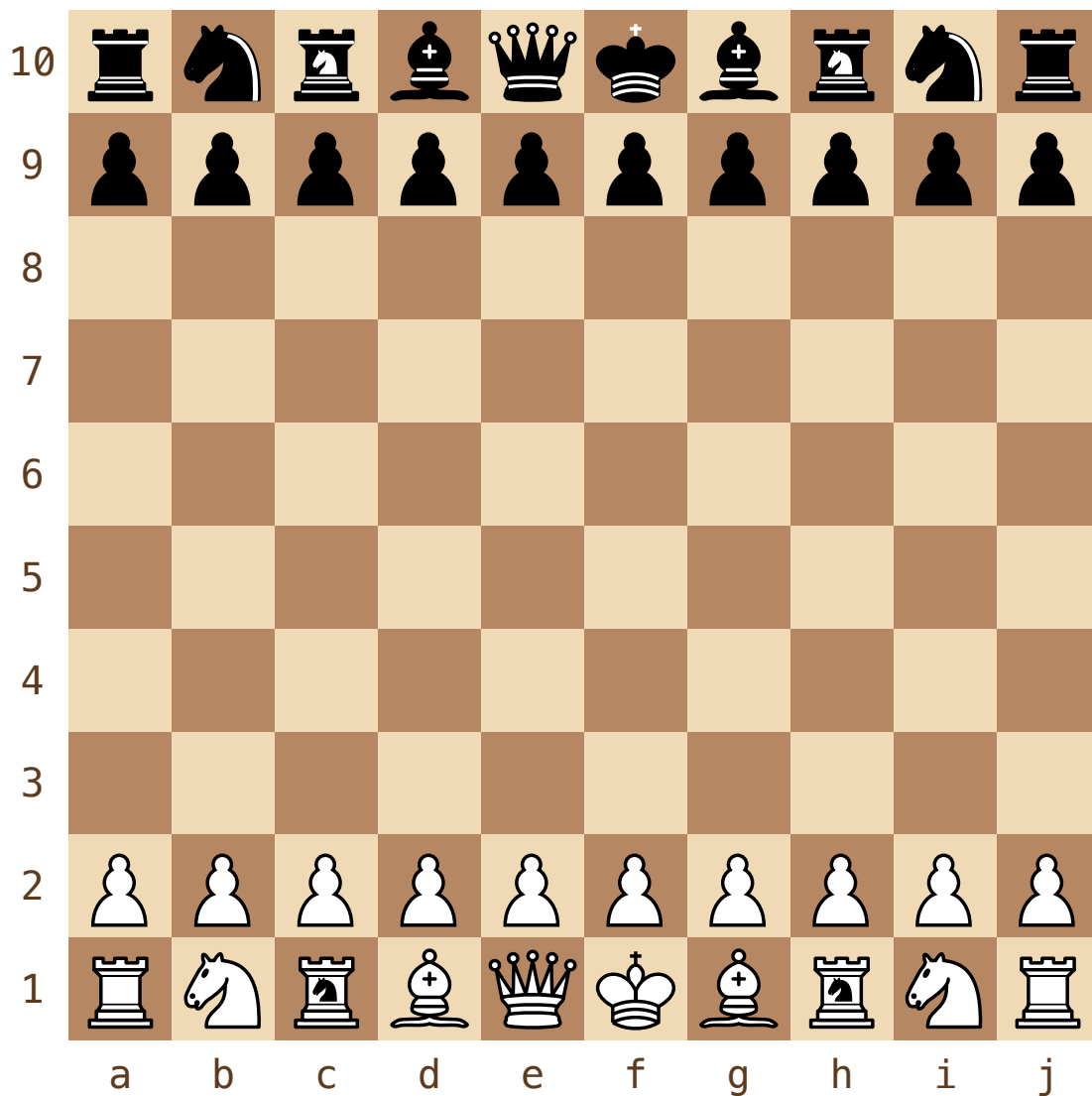
10×10

BOARD

2

PLAYERS

SHATRANJ KAMIL



Shatranj Kamil – starting position

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

Shatranj Kamil (شطرنج كامل, “Complete Chess” or “Perfect Chess”) is a historical Arabic chess variant approximately 1000 years old, described by John Gollon based on Murray’s reconstruction from an old manuscript. It expands the standard Shatranj board from 8×8 to 10×10 and adds two War Machine (Dabbabah) pieces per side, plus two extra Pawns.

Two historical versions are documented on chessvariants.com: one adds a Camel piece (shkam1), the other – documented here – adds a War Machine (shkam2). The War Machine version has the unusual rule that the piece moves as a King but is immune to check.

THE BOARD

10 files (a–j) × 10 ranks = 100 squares.

STARTING POSITION

White (rank 1): Rook a1 · Knight b1 · Elephant c1 · War Machine d1 · King e1 · General f1 · War Machine g1 · Elephant h1 · Knight i1 · Rook j1

White pawns (rank 2): a2–j2 (10 pawns)

Black (rank 10): Rook a10 · Knight b10 · Elephant c10 · War Machine d10 · King e10 · General f10 · War Machine g10 · Elephant h10 · Knight i10 · Rook j10

Black pawns (rank 9): a9–j9 (10 pawns)

PIECES

Standard Shatranj pieces plus the War Machine:

PIECE	ARABIC	MOVEMENT
King (Shah)	شاه	One square in any direction
General (Firzan)	فرزان	One square diagonally
Elephant (Fil)	فيل	Leaps exactly 2 squares diagonally; can jump the intervening square
Knight (Faras)	فرس	L-shaped leap (as in standard chess)
Rook (Rukh)	رخ	Slides any distance orthogonally
Pawn	بيدق	One square forward; captures one square diagonally; no double first step
War Machine (Dabbabah)	دبابة	Moves one square in any direction (as a King) but is not affected by check

PROMOTION

A Pawn reaching the last rank promotes to a General — **only if the player currently has no General on the board**. If the player still has a General, the Pawn reaching the last rank is **removed from the board** without promotion.

SPECIAL RULES

- ♦ **No castling, no en passant.**
- ♦ **No bare King rule** — the game continues normally even when one player has only the King remaining.
- ♦ **Win:** Checkmate the opponent's King, or stalemate the opponent (stalemate is a win for the stalemating player).

ATtribution

Shatranj Kamil (War Machine version) documented at chessvariants.com/historic.dir/shkam2.html (Hans Bodlaender, from Gollon/Murray). Camel version at chessvariants.com/historic.dir/shkam1.html.