

CHESS · VARIANT 130 OF 153

Shogun Chess

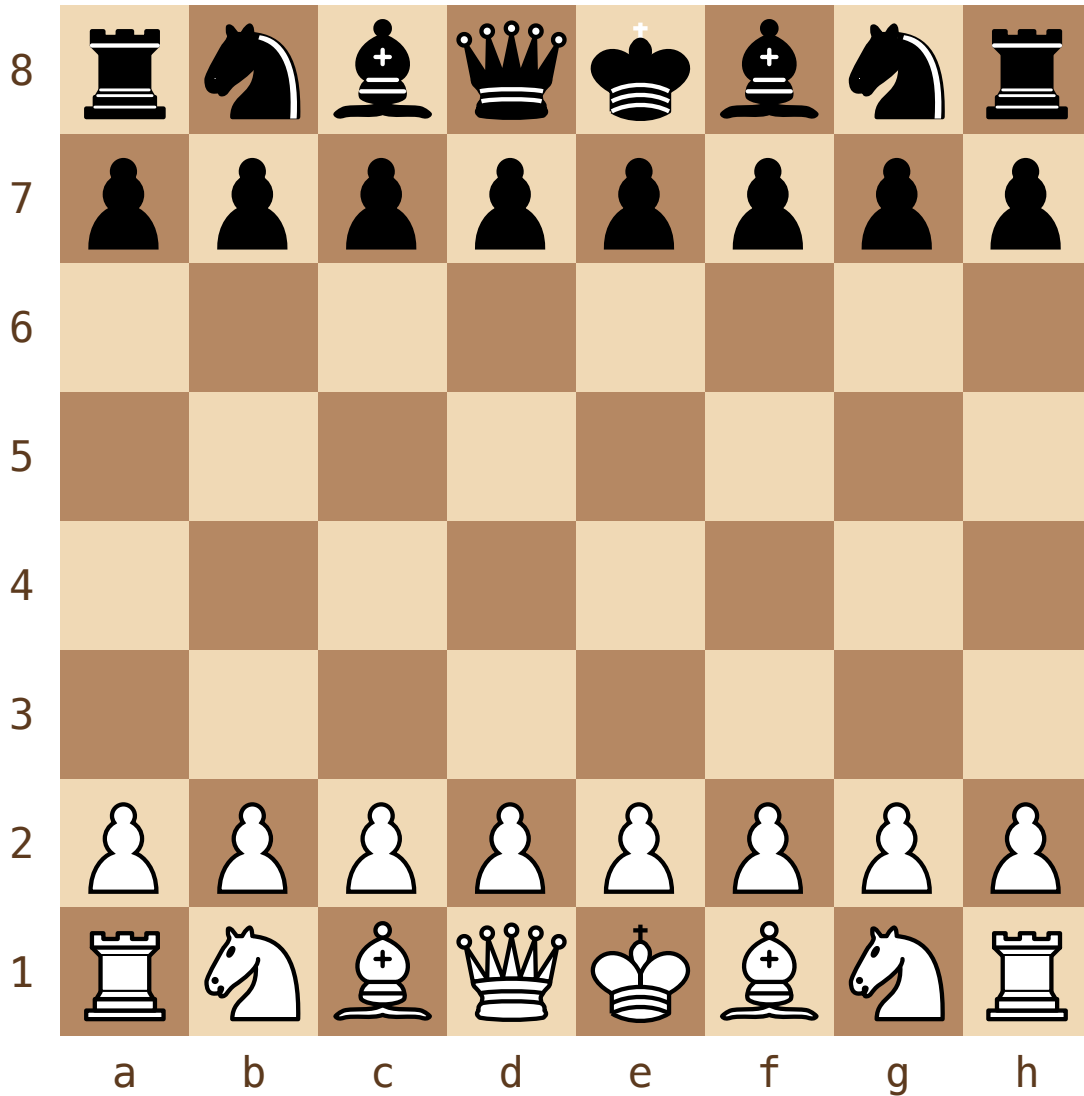
8×8

BOARD

2

PLAYERS

SHOGUN CHESS



Shogun Chess – starting position

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

Designed by Corey Clark (2020). Shogun Chess grafts the drop mechanic from Shogi onto a standard chess board: captured pieces switch sides and can be returned to play, and pieces automatically promote when they enter the opponent's half of the board.

PROMOTION ZONE

Ranks 6, 7, and 8 (for White) — the opponent's half of the board — form the promotion zone. Any piece that enters a promotion-zone square, or that starts a turn already in the zone, promotes immediately and automatically. Captured promoted pieces revert to their base form.

Black's promotion zone is ranks 3, 2, and 1.

PIECE PROMOTIONS

BASE PIECE	PROMOTED NAME	PROMOTED MOVEMENT
Pawn	Pawn+ (Gold General)	One step in any orthogonal direction, or one step diagonally forward (6 directions total).
Knight	Monk	All 8 standard Knight jumps, plus one step orthogonally in any direction.
Bishop	Ninja	Bishop diagonal slides (unlimited), plus one step orthogonally in any direction.
Rook	Fortress	Rook orthogonal slides (unlimited), plus one step diagonally in any direction.
Queen	Shogun	Queen moves (any direction, unlimited) plus one Knight jump per move.
King	Does not promote	—

DROP MECHANIC

When a player captures an opponent's piece, that piece is added to the capturing player's hand in its base (unpromoted) form. On any turn, instead of moving a piece already on the board, the player may drop one piece from their hand onto any empty square, subject to the restrictions below.

Drop restrictions:

- Drops may not be made into the promotion zone (ranks 6–8 for White; ranks 1–3 for Black).
- A dropped Pawn cannot be placed on a file already containing a friendly Pawn.
- A Pawn may not be dropped to deliver immediate checkmate. (A Pawn drop that gives check without checkmate is legal.)
- Drops do not trigger promotion — a piece dropped in a legal zone square enters as its base form and only promotes when it subsequently moves into the promotion zone.

STARTING POSITION

Standard FIDE starting position. Both hands begin empty.

8								
7								
6	.	.	.	.	.	.	.	.
5	.	.	.	.	.	.	.	.
4	.	.	.	.	.	.	.	.
3	.	.	.	.	.	.	.	.
2								
1								
	a	b	c	d	e	f	g	h

STANDARD RULES

Castling applies under standard FIDE conditions (neither King nor Rook has previously moved; squares between them are empty; King does not pass through check). En passant applies. Pawn promotion on reaching rank 8 follows standard rules – the player chooses Queen, Rook, Bishop, or Knight in their Shogun promoted forms.

CHECK AND CHECKMATE

Standard rules. A player in check must resolve it immediately. Dropping a piece to interpose between the attacking piece and the King is legal. Checkmate ends the game; the checkmated player loses.

STALEMATE

Standard: stalemate is a draw.

ATTRIBUTION

Designed by Corey Clark. Published via Shogun of Games. Official rules at shogunofgames.com.