

CHESS · VARIANT 145 OF 153

Turkish Great Chess II (Atranj)

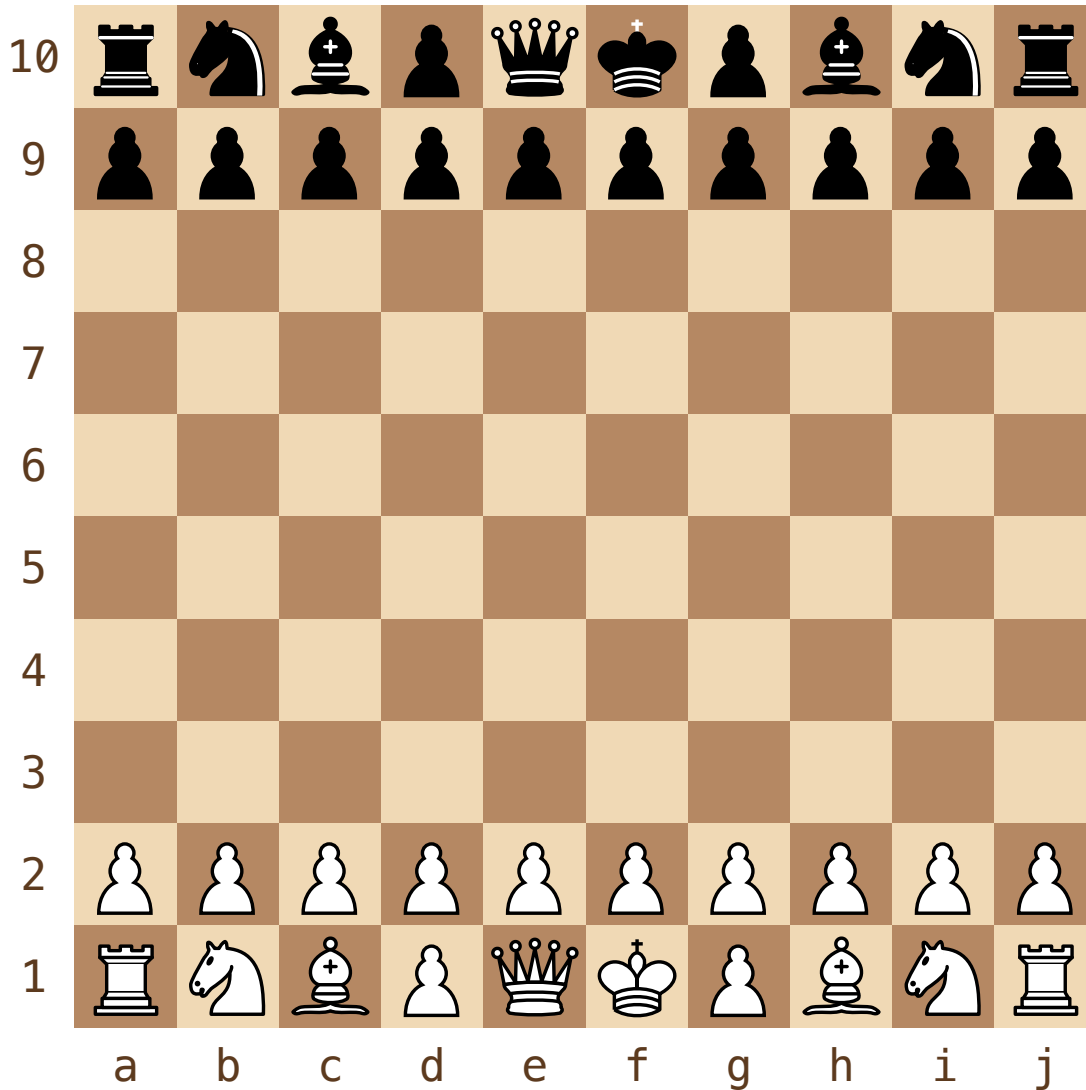
10×10

BOARD

2

PLAYERS

TURKISH GREAT CHESS II – ATRANJ / QATRANJ



Turkish Great Chess II (Atranj) – starting position

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

Turkish Great Chess, Variation II – known as **Atranj** or **Qatranj** – is a historical large chess variant described by H. J. R. Murray in *A History of Chess* (1913). Despite its classification under Turkish chess in Murray's survey, the source manuscript is Indian. The game is played on a 10×10 board with an expanded piece set that includes three pieces not found in standard chess.

Note: John Gollon, in mining Murray's book for his Chess Variations, inadvertently omitted each player's two central knights. The version described here is the correct full game.

THE BOARD

10×10 (100 squares). Presumed uncoloured in the original; shown checkered on chessvariants.com for clarity.

STARTING POSITION

Rank 1 (White):

SQUARE	PIECE
a1	Rook
b1	Ghora (Knight)
c1	Fil (Elephant/Bishop)
d1	Wazir
e1	Shahzadeh
f1	Padshah (King)
g1	Kotwal
h1	Fil (Elephant/Bishop)
i1	Ghora (Knight)
j1	Rook
e2, f2	Urdabegini (2 pieces)
e3, f3	Ghora (Knight) – 2 more
a2–d2, g2–j2	Pawns (8 pieces)

Black: mirror on ranks 10, 9, 8.

PIECES

PIECE	NAME(S)	MOVEMENT	COUNT
Padshah	King	As King in chess	1 per side
Shahzadeh	Prince	As Rook, Bishop, OR Knight	1 per side
Wazir	Vizir / Minister	As Bishop or Rook	1 per side
Kotwal	Police Chief / Paymaster	As Bishop or Knight	1 per side
Fil	Elephant	As Bishop	2 per side
Ghora	Horse	As Knight	4 per side (b1,i1,e3,f3)
Rook	Chariot	As Rook	2 per side
Urdabegini	Armed female attendant	1 square toward opposing Padshah	2 per side (e2,f2)
Pawn	—	As Pawn (no double first move)	8 per side

KEY PIECE NOTES

Shahzadeh (Prince): Moves as Rook, Bishop, or Knight combined – effectively an Amazon (the strongest compound piece in many chess variants). The most powerful attacking piece on the board.

Urdabegini: A unique homing piece that always moves one square in the direction that reduces distance to the opposing Padshah. Its movement is dictated by the King's position.

Wazir: Moves as Bishop or Rook (equivalent to the modern Queen).

Kotwal: Moves as Bishop or Knight (a compound piece not found in standard chess).

RULES

- ♦ No castling
- ♦ Pawns have no double first move
- ♦ Stalemate rule unknown from historical sources (may follow Shatranj convention: stalemate = win)
- ♦ Pawn promotion: reaches last rank and is promoted to Wazir (implied, not explicit in source)
- ♦ Win: Checkmate the opponent's Padshah

ATTRIBUTION

Turkish Great Chess, Variation II (Atranj / Qatranj). Described by H. J. R. Murray in *A History of Chess*; source is Indian. Documented by John Ayer on chessvariants.com/large.dir/greatchessii.html.