

MODDABLE CHESS · VARIANT 19 OF 54

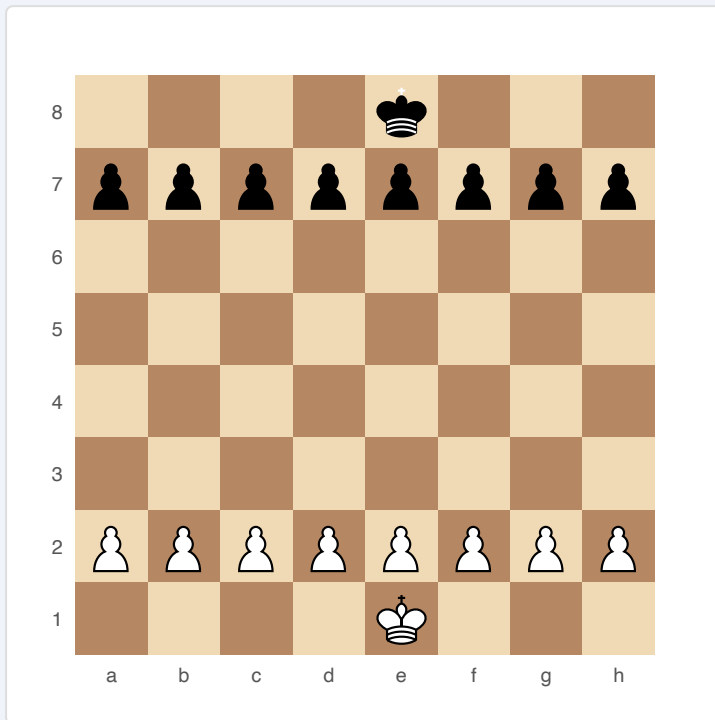
Endgame Chess

8×8
BOARD

2
PLAYERS

ENDGAME CHESS

Only pawns and Kings. No back-rank pieces at all. Pure endgame technique from move one — pawn structure, King activity, and promotion races.



Endgame Chess — starting position

SETUP

Board: Standard 8×8.

Setup (FEN): 4k3/pppppppp/8/8/8/8/PPPPPPP/4K3

Each side: King (on e-file) + 8 pawns on second/seventh rank. No Rooks, Knights, Bishops, or Queens.

RULES

All standard chess rules apply, including:

- ♦ Pawns can double-step from their starting rank.
- ♦ En passant is available.
- ♦ Pawns promote normally (to Queen, Rook, Bishop, or Knight).
- ♦ No castling (no Rooks exist).

WIN CONDITION

Checkmate (typically achieved after promoting a pawn to Queen).

STRATEGY

This is pure King and Pawn endgame theory from the first move. Key concepts: opposition (Kings facing each other across odd squares), passed pawns, pawn breakthroughs, and the race to promote. The King must be active — advancing toward the centre to support pawn pushes. Creating a passed pawn (one with no opposing pawns in its path) is usually the path to victory. Tempo and triangulation matter enormously.

ATTRIBUTION

Traditional variant. Public domain.