

MODDABLE CHESS · VARIANT 25 OF 54

# Grand Chess

**10×10**  
BOARD

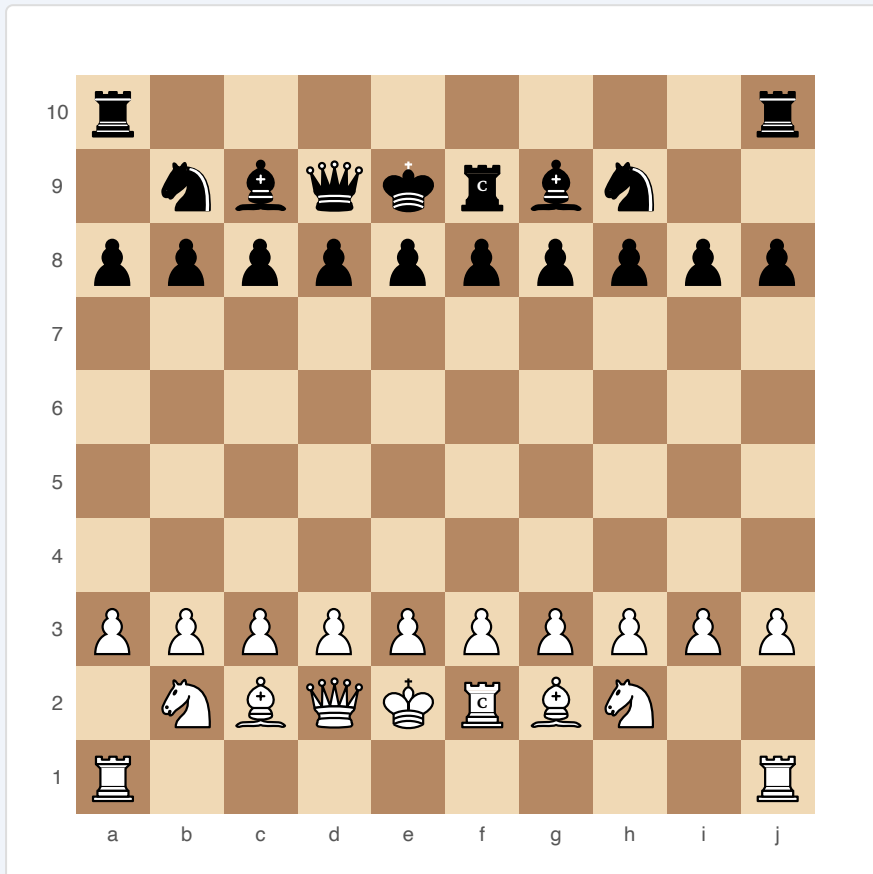
**2**  
PLAYERS

# GRAND CHESS

A 10×10 variant that adds the Archbishop and Chancellor without changing any existing piece rules. Considered one of the cleanest large-board variants — no special rules, just a bigger stage.

## SETUP

**Board:** 10×10 (100 squares).



*Grand Chess — starting position (10×10)*

## PIECES

**Pieces (per side):** 1 King, 1 Queen, 1 Archbishop, 1 Chancellor, 2 Rooks, 2 Bishops, 2 Knights, 10 Pawns.

- ♦ **Archbishop** (♖+♘) — Bishop + Knight compound.
- ♦ **Chancellor** (♖+♞) — Rook + Knight compound.

**Setup:** Pawns on rank 3. Back two ranks arranged: empty corners, pieces spread across ranks 1–2 with King and Queen central.

**FEN:** r8r/1nbqkcbn1/pppppppppp/10/10/10/10/PPPPPPPPP/1NBQKCBN1/R8R w - - 0 1

## RULES

- ♦ **No castling.** The wider board makes it unnecessary.
- ♦ **Pawn promotion:** Pawns reaching rank 8 or 9 MAY promote. Pawns reaching rank 10 MUST promote. Promotion to any captured piece only — you cannot promote if all pieces of that type are on the board.
- ♦ **En passant** works normally.
- ♦ All other standard chess rules apply.

## WIN CONDITION

Checkmate.

## STRATEGY

With no castling, King safety comes from piece coordination rather than a pawn shelter. The Archbishop excels in closed positions, the Chancellor on open files. The promotion restriction (captured pieces only) means trading pieces has promotion implications — don't trade your last Knight if you might need one back via promotion.

## ATTRIBUTION

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