

MODDABLE CHESS · VARIANT 47 OF 54

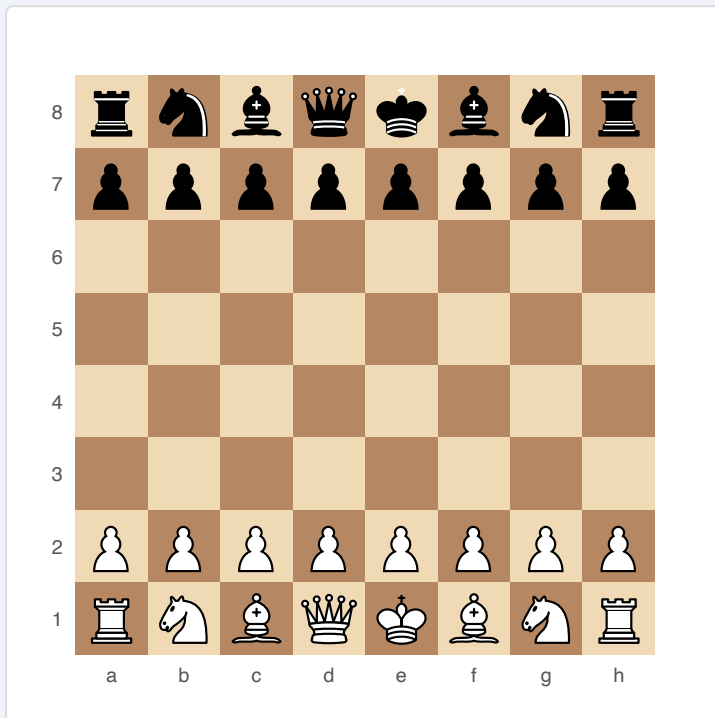
# Rifle Chess

**8×8**  
BOARD

**2**  
PLAYERS

# RIFLE CHESS

Capturing pieces stay on their original square — they “shoot” the target from a distance.



*Rifle Chess — starting position*

## SETUP

**Board:** Standard 8×8.

**Setup:** Standard chess setup.

**FEN:** rnbqkbnr/pppppppp/8/8/8/8/PPPPPPPP/RNBQKBNR w KQkq - 0 1

## RULES

All standard chess rules apply except:

- ◆ When a piece captures, it does NOT move to the captured piece’s square. Instead, the captured piece is removed and the capturing piece stays where it is.
- ◆ En passant: the capturing pawn stays on its current square; the enemy pawn is removed.
- ◆ Castling: unchanged (no capture involved).
- ◆ Pawn promotion: a pawn can only promote by moving to the last rank WITHOUT capturing. If it captures a piece on the last rank, it stays on its current rank (since it doesn’t move to the capture square).

## **WIN CONDITION**

Checkmate (adjusted for rifle mechanics — a piece threatens the King from its current position without needing to occupy the King's square).

## **STRATEGY**

Pieces become much harder to dislodge since capturing doesn't occupy their square. Batteries (multiple pieces lined up) are devastating because a front piece can "shoot" without opening the line. The value of centralisation increases enormously.

## **ATTRIBUTION**

Traditional variant. Also known as "Stationary Capture Chess." Public domain.