

Moral Support Chess
A Chess Variant by J. Ryan Opp
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Moral Support Chess has only a few changes from regular chess resulting in more crowded, lower-casualty games where guarding the king becomes a difficult chore. The underlying rules could be applied to other chess variants or to any fairy chess pieces.

Here are the new rules.

1. Whenever a piece desires to capture another piece, it must first have the support of at least one other friendly piece. That is, both pieces should be poised to attack and be able to take the piece in regular chess, and then only one of them does so.
2. In the case of when *en passant* would be possible in regular chess, a friendly piece must be able to attack the space that was skipped over by the opposing Pawn, but that condition satisfied, only a Pawn in proper position may perform *en passant*.
3. The King is checkmated if he is attacked by two pieces at once and cannot thwart it using only his other pieces. A more simple take on this is that the King must be captured like any other piece but is *frozen* if he is double-checked. Thus, two pieces trained on the King will freeze him, then you are allowed a move to kill or block one of the threats with another piece. If you cannot, your king will be captured.
4. Proper declaring of single-check should be followed, though a King does not have to respond to it, and can move into single-check. He can always castle through but not into any kind of check, and he can capture pieces according to the rules the other pieces follow, that is, with support. He cannot capture if he is double-checked and frozen, though he can lend the support for another piece to do so.

Strategy:

A single piece deficit can throw the game overwhelmingly to an opponent, especially if that piece is a Knight or Queen. Knights are of great worth because they cannot be blocked, only killed to alleviate a check or threat on an important piece. Queens are nice because they can sit right next to the opposing King causing him stress, but he may not be able to kill her if he doesn't have support. A tight Pawn structure will be important to slow traffic of the opponent's big pieces.