

OLIVEIRA'S BRAZILIAN CHESS OR SIMPLY BRAZCHESS

By Rafael R. M. Oliveira (aka Rafael Ramus) - version 1.3 - 2017.

Inspired by Chatranj, Modern Chatranj, Makruk, Shogi, Orthochess (FIDE Chess) and the book Encyclopedia of Chess Variants - by D. B. Pritchard.

This variant aims to capture some of the elements I enjoy the most in Modern Chatranj, Makruk, Shogi and Modern Chess. I decided to create this chess variant after reading the amazing Encyclopedia of Chess Variants by D. B. Pritchard, even following some of its guidelines.

Pieces are less strong than in Modern Chess, but stronger than in Modern Shatranj and Makruk. Some of the "parachuting" that occurs in Shogi is present (regarding the promotion of a pawn GD) and after some thought and playtesting I introduced two elements already present in other Chess variants: a different form of capturing and the concept of passing your turn.

What you need to play it:

In order to play this variant, you'll need:

- A) A Modern Chess board (8x8) and pieces (either paint the heads or bases of two pawns from each side, use some other pieces or something to mark 2 pawns from each side);
- B) 6 different pieces, tokens or even checkers pieces (for the promoted Pawns).
- C) 1 tokens to represent Passing - you may also want an auxiliary board (the Duchy).

Setup:

BrazChess is set similarly to regular Chess. Major change is the starting place of Rooks and HPs:

Back line: Choose between (White first, then Black):

- **King** (K) in E, **Warlord** (W) [Golden General/Queen] in D, **Rooks** (R) [Towers/Chariots] in C and F, **Knights** (K) in B and G and **Hi-Priests** (H) [Bishops/Elephants] in A and H;
- Alternatively, King (K) in D, Warlord (W) in E.

Front line: Pawns (P) in A, B, D, E, G and H; Lords (L) [Silver Generals] in C and F.

The **Pass** token is given to the player with the black pieces. White starts playing.

8	H	K	R	W/K	K/W	H	K	R
7	P	P	L	P	P	L	P	P
6								
5								
4								
3								
2	P	P	L	P	P	L	P	P
1	H	K	R	W/K	K/W	H	K	R
	A	B	C	D	E	F	G	H

Movement of pieces:

- **King:** exactly as the King in Chess (1 step orthogonally or diagonally);

	*	*	*	
	*	K	*	
	*	*	*	

- **Warlord [Golden General/Vizir/Queen]:** similar to the Golden General in Shogi

1 or 2 spaces orthogonally to the front or to the side, 1 space orthogonally back, or 1 space diagonally to the front:

			*			
		*	*	*		
	*	*	W	*	*	
			*			

- **High-Priests [Bishops/Elephants]:** Similar to the Elephant in Modern Shatranj

1-3 step diagonally in any direction or 2 steps diagonally leaping/jumping any piece in the first square(if it jumps it must end its movement and captures on the landing 2 square):

*						*
	*				*	
		*		*		
			H			
		*		*		
	*				*	
*						*

- **Knights:** exactly as the Knight in Chess (two squares away horizontally and one square vertically, or two squares vertically and one square horizontally - jumps pieces and captures only in the landing square).

	*		*	
*				*
		N		
*				*
	*		*	

- **Rook (Chariots):** exactly as the Rook in Chess (any number of squares orthogonally):

	↑	
←	R	→
	↓	

- **Lords (old bishop/kon/thon/Silver Generals):** Move similarly to the Silver General in Shogi (one step diagonally in any direction, one step to the front orthogonally), but may Charge (see "Charge"):

	*C	
*	*	*
	L	
*		*

- **Pawns:** Move like the Pawn in Chess, but they can charge (see: Charge):
Move 1 step to the front orthogonally, captures only 1 step diagonally (or charging).

	*C	
*cap	*m	*cap
	P	

More Rules Reminiscent from FIDE Chess:

- **Double First Move of Pawns** is allowed (White from line 2 to line 4/ Black from 7 to 5). It's here called a **Lancer Move**;
- Capture **En-Passant** is allowed (after an enemy Double First move, your Pawn may capture from 4 to 3 [Black] or from 5 to 6 [White]).
- **Castling** (Roque) is allowed, but as the starting places of the Rooks are closer, only the King moves (jumping to the either the B or the G square) - may only occur if neither King nor Rook have moved yet and if the King is not under Check).

New Rules

Charging

Pawns and **Lords** may perform a new kind of movement called **Charge (aka Kamikaze attack)**. These pieces may move **2 steps orthogonally** to the **front**, capturing on this **second square**; difference is, after capturing, you must remove the used piece from the board. Pawns and Grand Dukes cannot be captured that way (so they effectively prevent this move).

Lancer Move

It is the Double First Move of Pawns of FIDE Chess, but if there is a single enemy piece in any of the first or second squares this piece is immediately pushed back one step. If, however, there is any piece behind this enemy piece the move is not possible.

P (Black)
P(White)

White performs a Lancer Move:

P (Black)
P(White)

If, however:

Lord
P (Black)
P(White)

then the Lancer Move is not possible.

Legion Move

Two pawns that are side by side can move simultaneously one step ahead orthogonally. Any enemy pieces in its way are pushed back one square (not possible if there's any enemy piece):

P(White)	P(White)

White performs a Legion Move:

P(White)	P(White)

Or

P (Black)	
P(White)	P(White)

White performs a Legion Move:

P (Black)	
P(White)	P(White)

If, however:

P (Black)
P (Black)
P(White)

then the Legion Move is not possible.

Promoting

Pawns

Pawns that reach the farthest enemy line are promoted to:

- **Any** of your pieces already captured by your adversary;
- **Grand Duke**.

High-Priests

High-Priests that reach the farthest enemy line may exceptionally move one step orthogonally (they can capture while doing this), on following turns - a **Color Exchange of Squares** (the H.P. changes from moving on white squares to move on black squares or vice-versa. As long as the High-Priest is in the farthest enemy line, it can move 1 square orthogonally (backwards or to the side).

Lords and Warlord

Upon reaching the farthest enemy line (not through Charging obviously), (on future turns) Lords and Warlords may be reallocated to any square on the board that is not occupied by enemy pieces (**Sneak Movement**).

Grand Duke Movement

Grand Dukes don't move like regular pieces. There's two kind of moves the Grand Duke is allowed to make:

Move A) from the board to the Duchy (a designated space outside the board);

Move B) from the Duchy to the board. The square CANNOT be under direct enemy threat, and it CANNOT be directly adjacent to the enemy King.

Grand Dukes cannot move any other way and they cannot be captured (they can be moved by Lancer Moves, however). **Move A DOES NOT** count as a regular move and must be made immediately after a regular move; **Move B** is a complete move, so the player's turn ends after the Grand Duke is reintroduced to the board.

Any enemy piece that moves to an adjacent square of the Grand Duke is removed from the game (including Lancer Pawns), unless it is used to check the King while doing so.

Squares under **ZoC** (Zone of Control) of a Grand Duke:

	*Z	*Z	*Z	
	*Z	G	*Z	
	*Z	*Z	*Z	

Passing

The player with the Pass token may, on his turn, pass the token to his opponent instead of moving one of his pieces.

If immediately following the passing your opponent decides to also Pass, then the game ends in a draw.

Thus:

Player B passes his token to Player A. Player A moves one of his pieces: Game continues.

Player B passes his token to Player A. Player A immediately passes his token to Player B: Draw.

Check-Mating

Grand Duke's ZoC, High-Priest **Color Exchanges**, Warlords/Lords **Sneak Moves**, **Charges** (or the threat of a Charge), **Legion Moves** and **Lancer Moves** may all be used to Check-Mate a King.

Stalemates (the King cannot move) are considered a Victory to the player that cornered the enemy King.

Major Force: If a King is left alone on the board, the opponent is the winner (so King and Hi-Priest vs King is an immediate victory to King and Hi-Priest). GD are on board to this end.

Kings and Dukes: Count **five rounds (10 moves)** after there are only Kings and Grand-Dukes on the board. If no Checkmate occurs, the player with most Grand Dukes is the winner. If both have the same number of pieces, the game ends in a draw.

50 moves without capture nor pawn movement ends the game. The player with most pieces (including Grand Dukes) is the winner. If both have the same number of pieces, it's a draw.

Threefold repetition is a draw (as in FIDE Chess).