

Ballista Chess

The Board and Starting Position

The Board has 9 Files and 8 Ranks. The Square each Player's King starts on, which is the Square in the middle of that side's first Rank, is opposite in color to that side's Pieces.

The starting Position is the same as in regular chess except that there is a new Piece, the Ballista, inserted to the opposite side of each Player's King as their Queen. In addition, there is a Pawn in front of this Piece, and the other pieces on the ballistaside are moved by 1 space to accommodate the Ballista and fill the Board.

The Ballista

The Ballista Moves as a Rook along Ranks or can Move to an empty Square directly in front of or behind itself in the same File but may never Capture or move diagonally. Any non-King Piece or Pawn adjacent to a Ballista of either color has its normal Movement power replaced by that of the Queen, meaning it Moves as a Queen when it's not Capturing. This effect only lasts for as long as it and the Ballista are adjacent to each other. This does not affect its Capturing power; if a Piece is adjacent to a Ballista, it retains its normal Capturing power, including the power to Capture en passant if it's a Pawn. A Knight adjacent to a Ballista can only use its regular Knight power to Capture or give Check and Checkmate, not to Move without Capturing. Note that in this section, "adjacent" refers to both orthogonal and diagonal adjacency.

Changes to the Pawn

The Pawn regains its double-Move ability if it ends up back on its starting Rank. In addition, if it ends up on the Rank behind its starting Rank, it gains an analogous triple-Move ability. In any case, a Pawn can be captured en passant on any Square it just passed through during its Move. Furthermore, if a Pawn ends up on the Promotion Rank, it must Promote, and during the opponent's turn immediately after the Promotion, the newly Promoted Piece can be Captured en passant on any Square that it passed through on the turn it Promoted even though it was still a Pawn when it passed through those squares. Only Pawns can Capture en passant. Pawns may promote to Ballistae in addition to Queens, Rooks, Bishops, and Knights. Pawn moves except Captures and Promotions do not reset the count for the 50-Move Rule or the 75-Move Rule.

Castling

Castling on either side is analogous to Castling on the queenside in normal chess. The King moves 2 squares towards the corner, and the Rook moves 3 squares toward where the King was.

Repetition

The threefold repetition rule and fivefold repetition rule do not apply at all in this variant.