


Teutonic chess

































Introduction

The piece called a "Teutonic knight" (same as [Alibaba](#), just name changed) [rep by ]

Board

The Chess board is the same as regular chess 8x8 black and white.


Setup


8								
7								
6								
5								
4								
3								
2								
1								
	a	b	c	d	e	f	g	h


Position of **Teutonic knights** replacing pawns at **c2** and **f2** for white side and **c7** and **f7** for black side


Pieces

 (**Rook**) moves just like a regular Rook. Castling is the same as in the standard chess game.

 (**Knight**) moves just as a regular Knight.

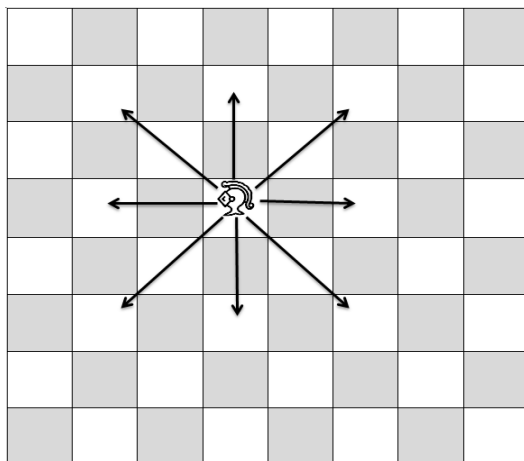
 (**Bishop**) moves just like a regular Bishop.

 (**Queen**) moves just like a regular Queen.

 (**Pawn**) Pawns can promote to a Knight, Bishop, Rook, Teutonic Knight, Queen (same as standard chess)

Rules

1. All rules are same as that in standard chess
2. A new piece “Teutonic knight” is introduced.
3. The new chess piece has its own style of moving. In the diagrams, the arrow marks the squares where the piece can move if even if other pieces (including one's own piece) are on the squares between the piece's initial position and its destination. For precise it has the movement of *alfil* (2, 2)-leaper (moving exactly two squares diagonally in any direction), and the *Dabbaba* a (2, 0)-leaper (moving exactly two square diagonally in any direction). This piece can be described as combined leaper.
4. If any piece stands between Teutonic knight and its destination, it just leaps over it as though it weren't there.
5. Captures similar to other pieces in chess by replacing them.



6. Position called Fort or **castellum**: when two Teutonic Knights are adjacent to each other, or up-down forming a position like a fort. e.g.

