

Skewer, Skewer, Shish Kabob

“Standard-Intermediate”

Help Guide

In chess, when you attack one unit and force it to move, then win another unit of equal or lesser value behind it (on the same rank, file or diagonal), then you have carried out an **x-ray attack**, which we call a **Skewer**. The **Skewer** is the opposite of a **Pin**, and the three pieces that can make a **Skewer** are the same three pieces that can **Pin**. The Queen, Rook and Bishop.

To spot an opportunity for a Skewer look and see if there are any enemy pieces lined up on the same rank, file or diagonal. If the pieces are in line on a rank or file, you may be able to Skewer with either a Rook or Queen. If your opponents pieces are on the same diagonal you can Skewer with a Bishop or Queen. You will almost always want to skewer with the least valuable piece.

Diagram 1: White to move. Can you find the two major pieces sharing the same diagonal? Which piece is best to Skewer them with? Remember you want to skewer with the least valuable piece.

Diagram 2: White to move. This one is not as spectacular as the previous position, but white gets a winning endgame by going after the material on the seventh rank.

Diagram 3: White to move. Easy money here! You already know that the Black Queen is the target. Which of Black's pieces is sharing what line with her? How do you attack it?

Diagram 4: White to move. Think big! Go after the big piece.

Diagram 5: Black taking the pawn will line up his King and Rook nice and pretty. You're White. Attack!

Diagram 6: White to move. Can you see two moves ahead? There is a way to force the Black King to e6, setting up a Royal Skewer. Can you find it?