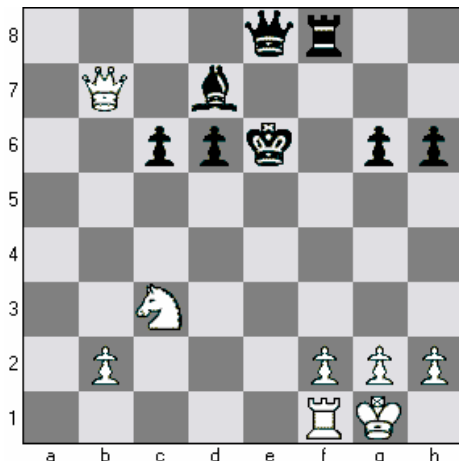


Name _____

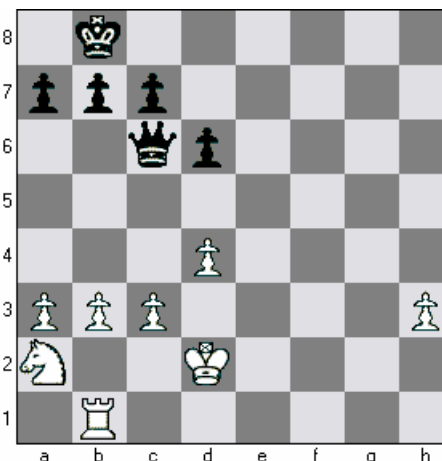
The Skewer

Have you ever seen Superman? If you have, you may remember that he had **x-ray** vision. 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 line), 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**. Circle the three pieces that can **Skewer**:

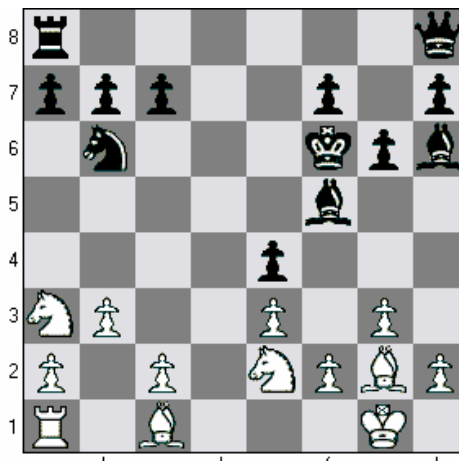
King Rook Bishop Knight Pawn Queen



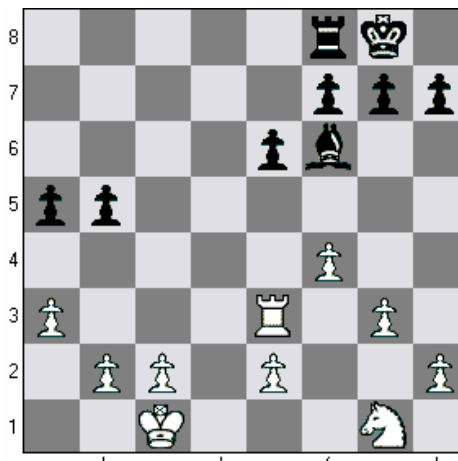
How does White win the Black Queen?



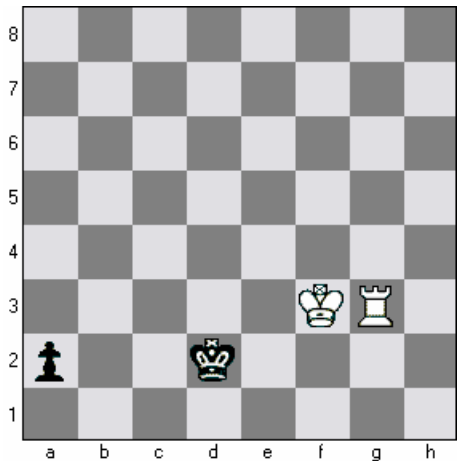
Black to move. Use a Skewer and win a Knight!



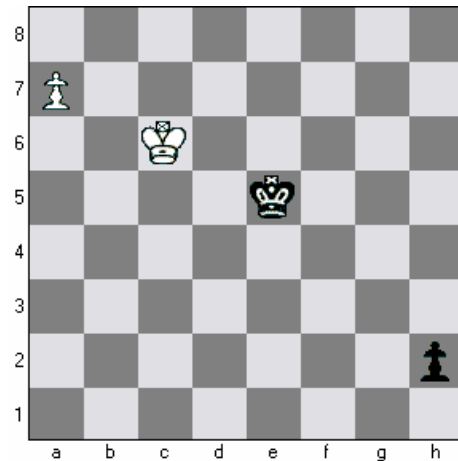
White to move. Use your Bishop to Skewer and win big!



Black to move. Use a Bishop and Skewer to win material!



Can White stop the Pawn from Queening?



Its Whites turn. How does Black win anyway?