

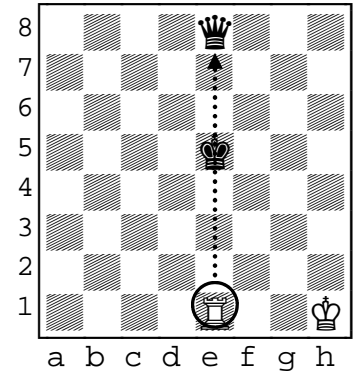
Skewer



1) A **skewer** is a type of chess trap. It involves attacking a major piece that, when moved, reveals a second choice target.

In this example, note how

- the white rook has the black king in check
- black must move the king to get out of check
- as soon as the black king is moved, the white rook can capture the queen



The skewer is also known as the **X-ray attack**.

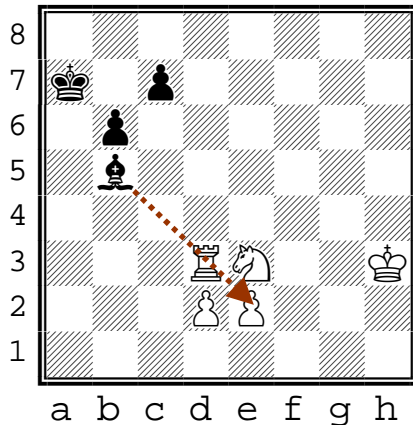
2) Any major piece may be vulnerable to a skewer attack.

Only the pieces that can make attacks in a straight line can do a skewer attack. These would be the Bishop, Rook, and Queen

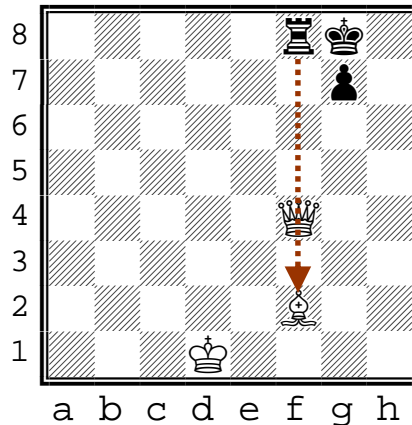
3) Defending the skewer

- ♁ Perform a *counterattack* on one of your opponents pieces of a higher value
- ♁ Try to defend one of your attacked pieces with the piece you have to move
- ♁ Be wary of having valuable pieces “in line” with the king

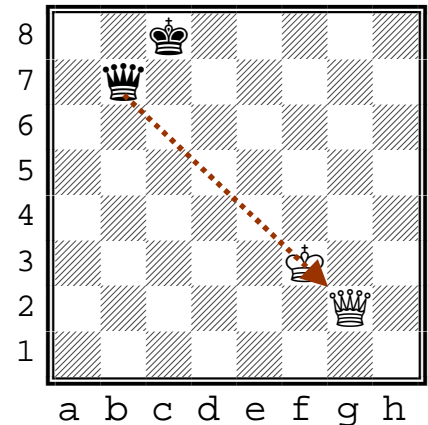
For each of the 3 skewer attacks below, think about how would you defend if you were white



Bishop Skewer



Rook Skewer



Queen Skewer

4) Discovered Skewer!

A **discovered skewer** happens when a piece move uncovers a skewer by another piece.

Setting up for a Discovered Skewer can be a devastating attack.

