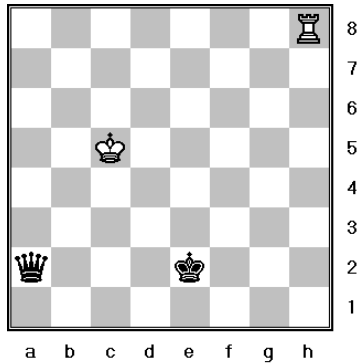


Skewers

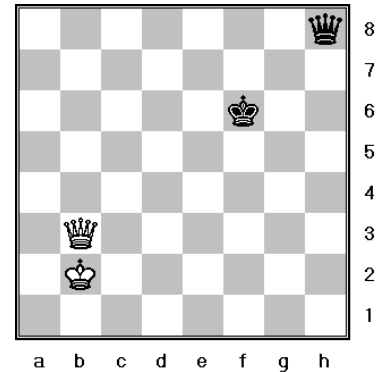
A skewer is a move that attacks a piece of value with a piece behind it along the line of attack of equal or lesser value that will be attacked anyway if the attacked piece moves.

Notice here how after Black moves their rook to h2, putting the White king in check, that after the king moves the Black queen is ready for the plucking! This is a good example of a skewer.

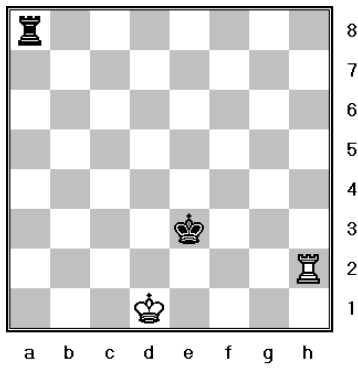


White to move here. Can you find the skewer?

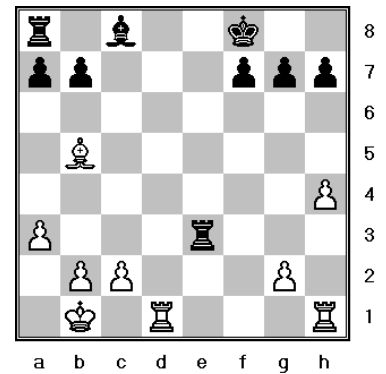
If you said queen to c3, you are absolutely correct!



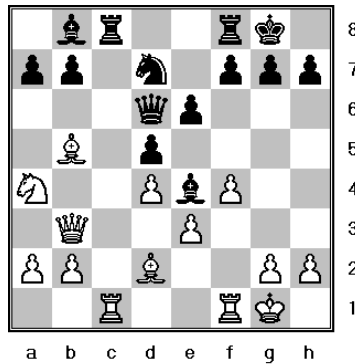
Here it's Black to move. Black moves their rook to a1, checking the White king. The king is forced to move to c2. Black's rook moves to a2 creating a skewer by checking the king!



In this one, White moves their rook to d8. The king, being in check, moves to e7. Then White's rook, protected by the bishop, safely moves to e8, creating a skewer of the king and rook.



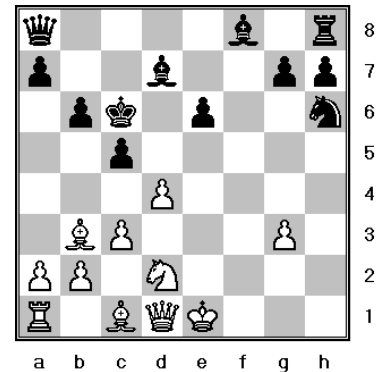
Can you find the skewer here? White will win on the exchange of material. Queen to b4 is good, but bishop to c4 is better, winning a queen or rook for only a bishop!



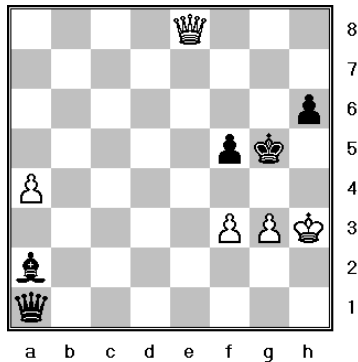
White can win Black queen with a skewer.

Do you see it?

If you said queen to f3, then by golly you have found it!



This one is a little tricky. White must first push their pawn to f4 checking Black's king. The king can only move to f6. Now White's queen can move to h8 checking the king and winning the queen.



A knight check sets up the skewer.

Moving the knight to d6 forces Black's king to move to d5. Now White's queen can move to f3 skewering the king and queen!

