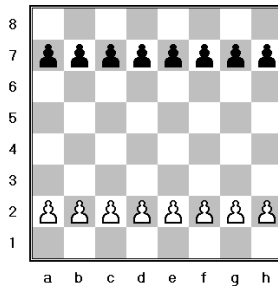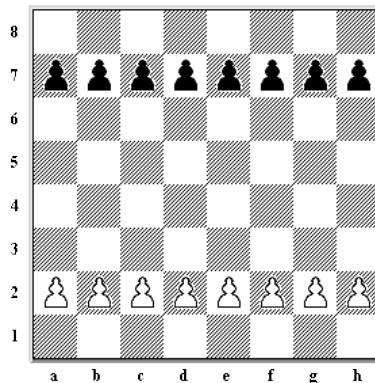# Pawn

On the first move a pawn may move one or two squares forward on the file. Every following move the pawn can move only one square forward on the file. Pawns capture on the diagonal. The pawns are the only piece that can't move backwards.

Opening position for the Pawns

The Pawn Game

The object of the pawn game is to get one of your pawns to the rank at the opposite end of the board. This means a white pawn that reaches the 8th rank or a black pawn that reaches the 1st rank wins. White moves first.

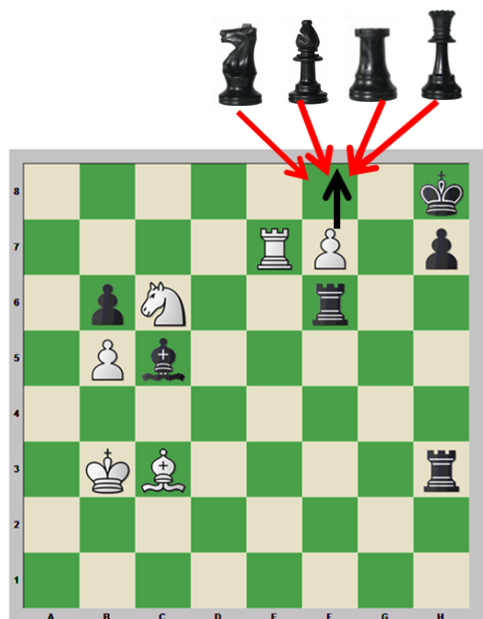**You win the game** if you are the first to reach the last rank (your opponent's first rank) with a pawn.

The game is a draw if either player does not have a legal move and the other player did not move a pawn to the last rank.

"Touch" Rules:

1. If you touch a piece you must move it if you can.

2. If you touch an opponent's piece you must capture it if you can.

3. If you take your hand off a piece it must remain on that square and your move is over.
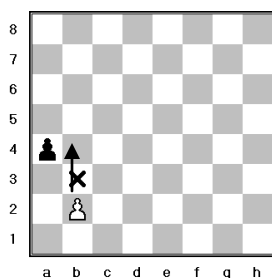
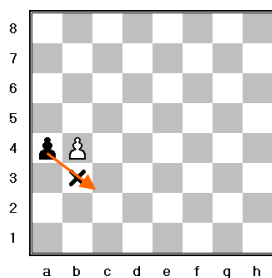Two important special moves only the pawn can do.

Pawn Promotion

Once a pawn reaches the other side of the board, it is promoted to any other piece except another pawn or a King. That promoted piece takes the place of the pawn.
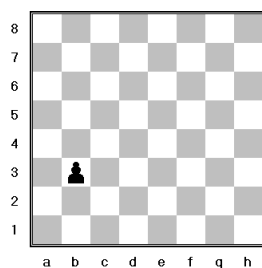
En Passant

Long ago the pawn could only move one space at time. Remember pawns on there first move, now a days, can move one or two squares up the file. This created a problem with a pawn passing a square that would allow the opponent to capture the pawn. So a rule was formed.

If the Pawn moves two spaces and moves through a square that the opponents pawn could capture the pawn. On the next move, the pawn has the right to capture the pawn on the square he passed through. (This is only an option on the very next move, as is illustrated.)

This allows a pawn to capture the just moved pawn as it would have been able to if the pawn only moved one space. This is called En Passant with means "In passing"