

# MATERIAL ADVANTAGE



**Pieces Value**

**Forks/Double Attack:**

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# Pieces Value

Knowing chess pieces value, allow us to decide our next step, whether to attack, capture or withdraw/flee. The total value of pieces left however doesn't determine one to become the winner. The objective of the game will still remain: To capture the King.

Below are value of every pieces:



King	Queen	Bishop	Knight	Rook	Pawn
Invaluable	9	3	3	5	1

# REMEMBER!

You don't get points for capturing pieces, as there is no scoring in chess, so why bother giving values to the pieces? The values of the pieces are more important in determining who has the greatest amount of firepower on the board at any given moment.

In general, it is almost always good to have a material advantage, because it means you have a bigger and more powerful army than your opponent.

Even a single pawn can be enough of a material advantage to win the game - after all, it can become a queen later.

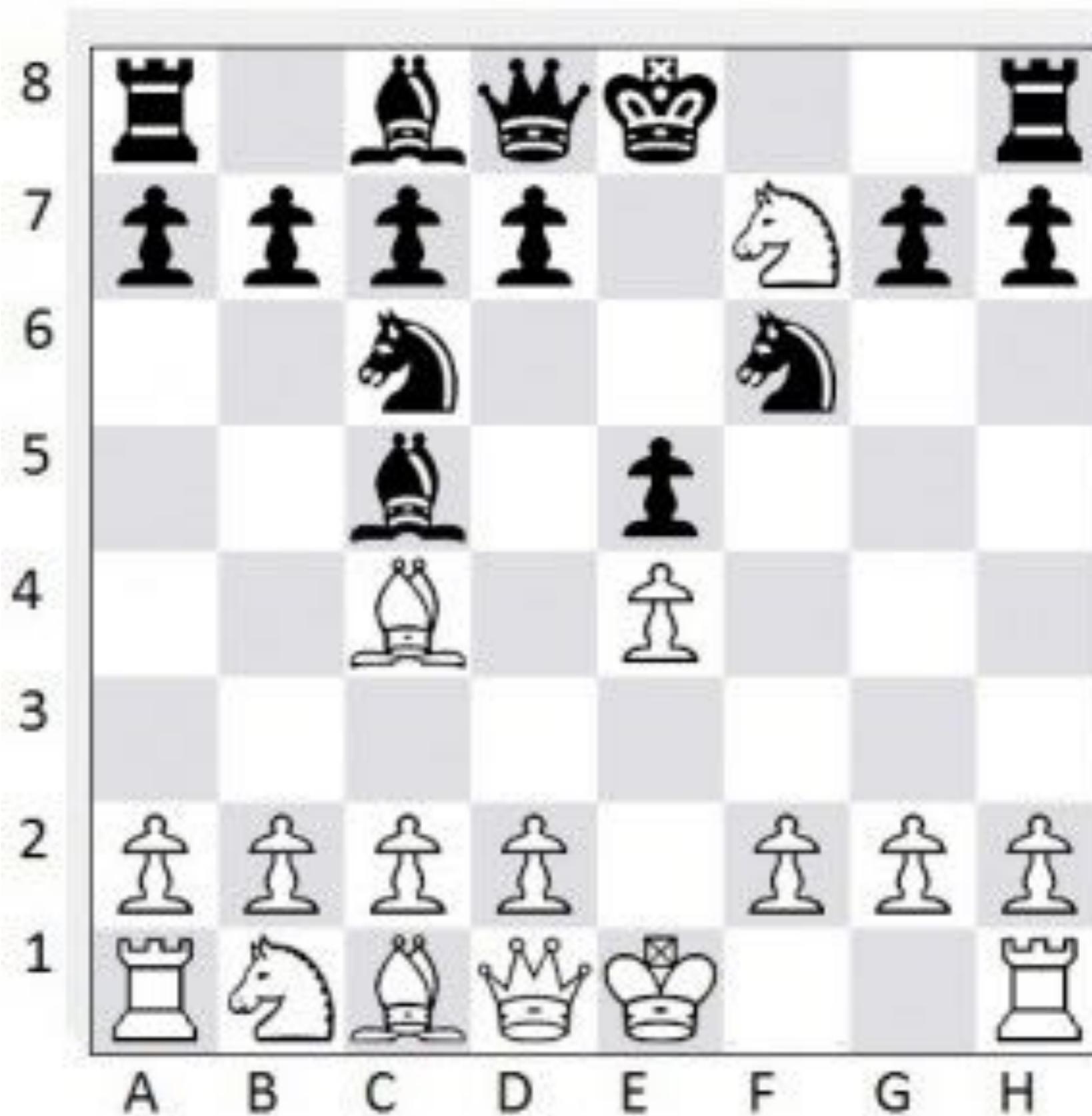


## Forks/Double Attack

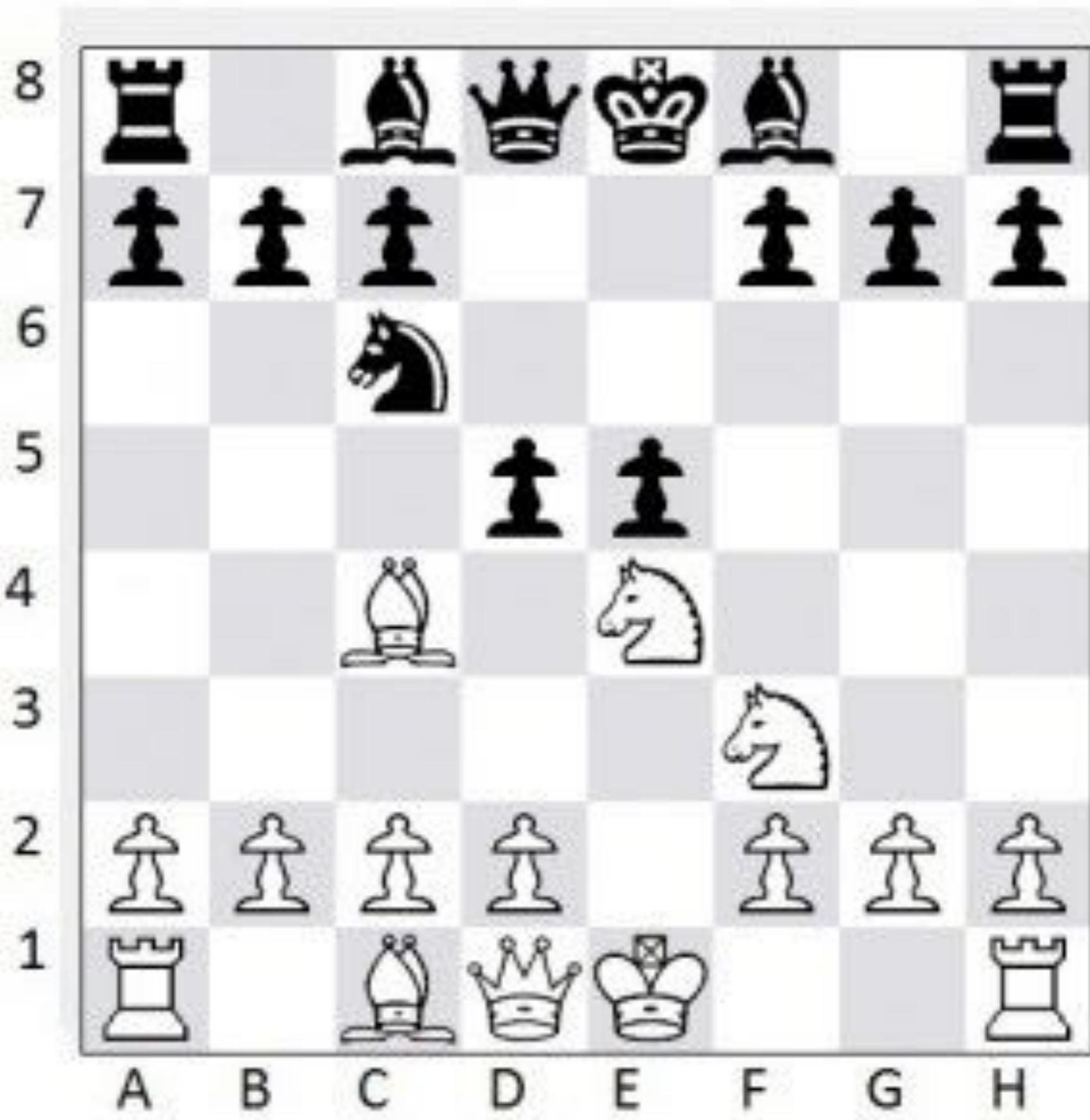
A fork happens when one piece is attacking two or more pieces. Usually when a player gets forked it means that they will end up being down a piece or down in material.

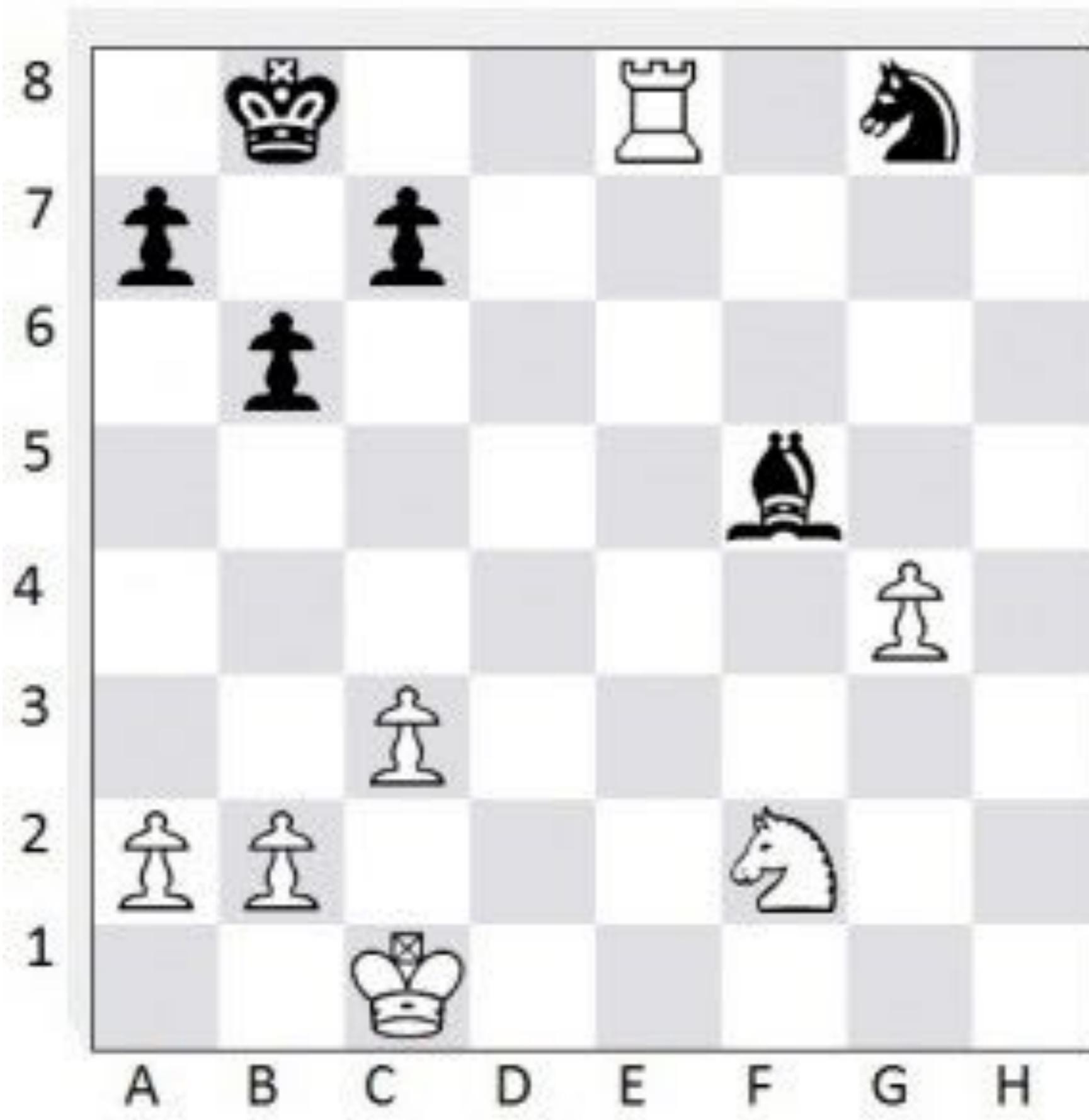
If a queen is attacking bishops (which are both defended) that doesn't really count as a fork.

The bishops wouldn't actually be in danger of being taken since a queen is worth more.

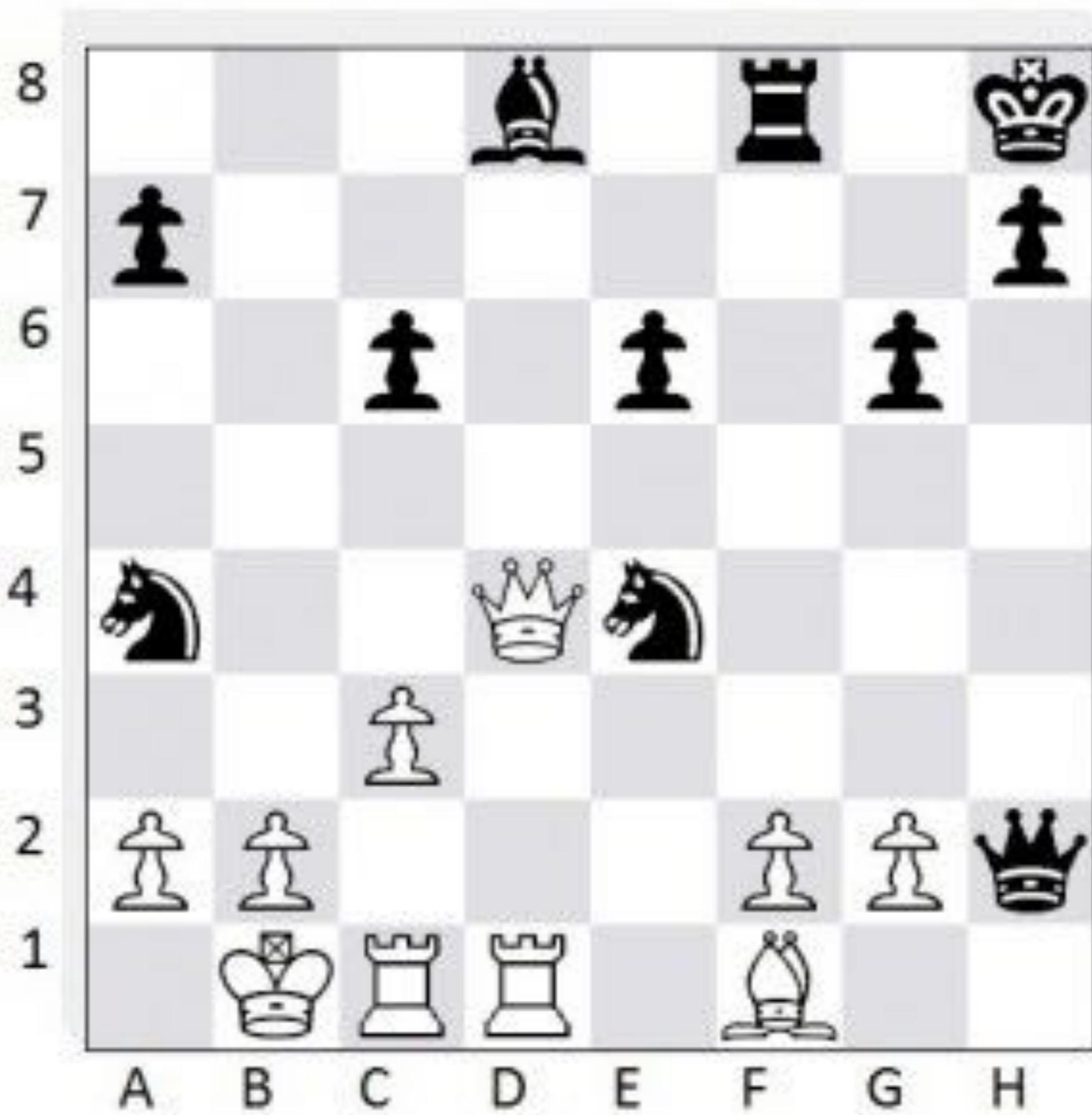


In this example, the white knight is forking the queen and rook.







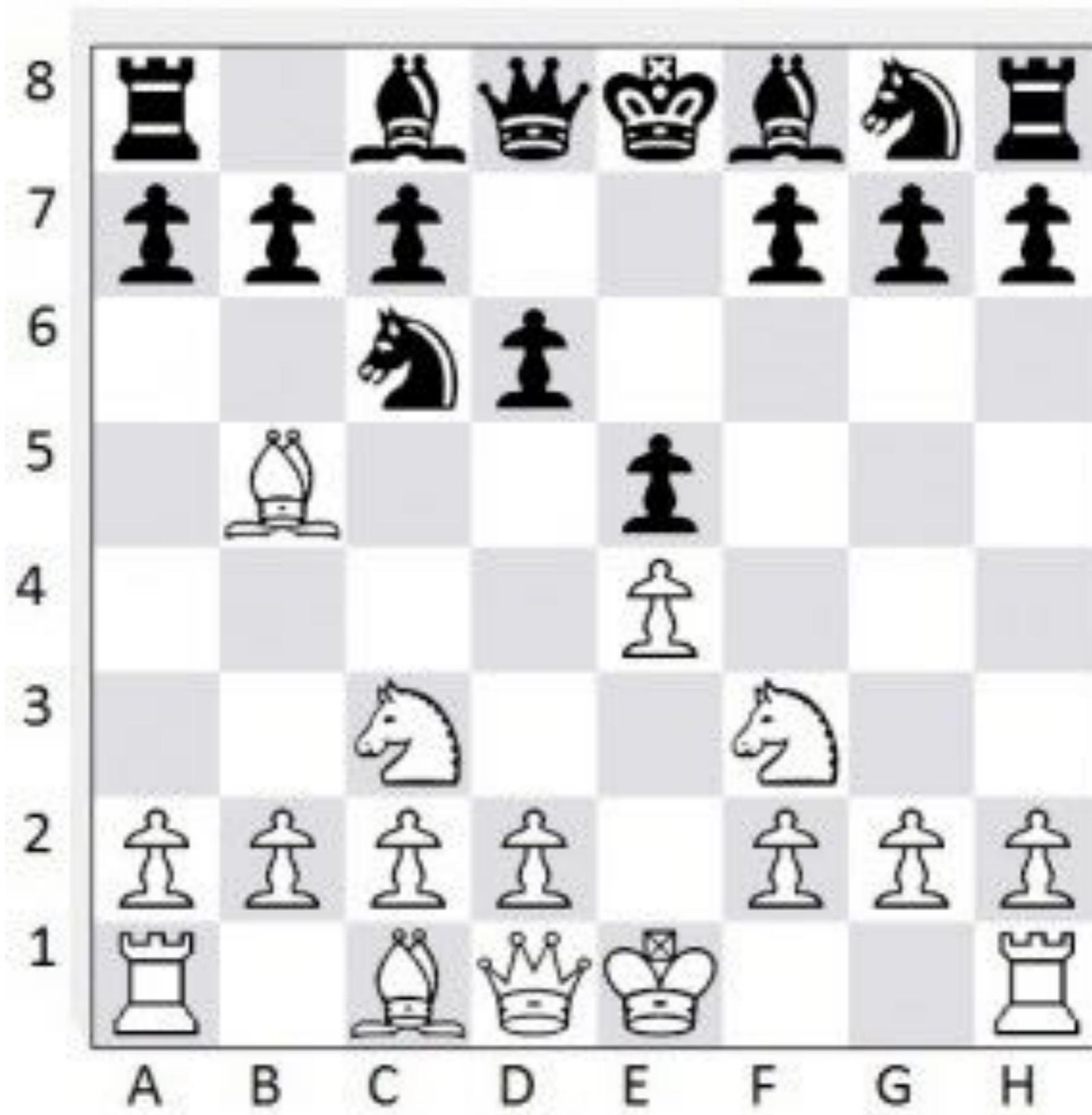




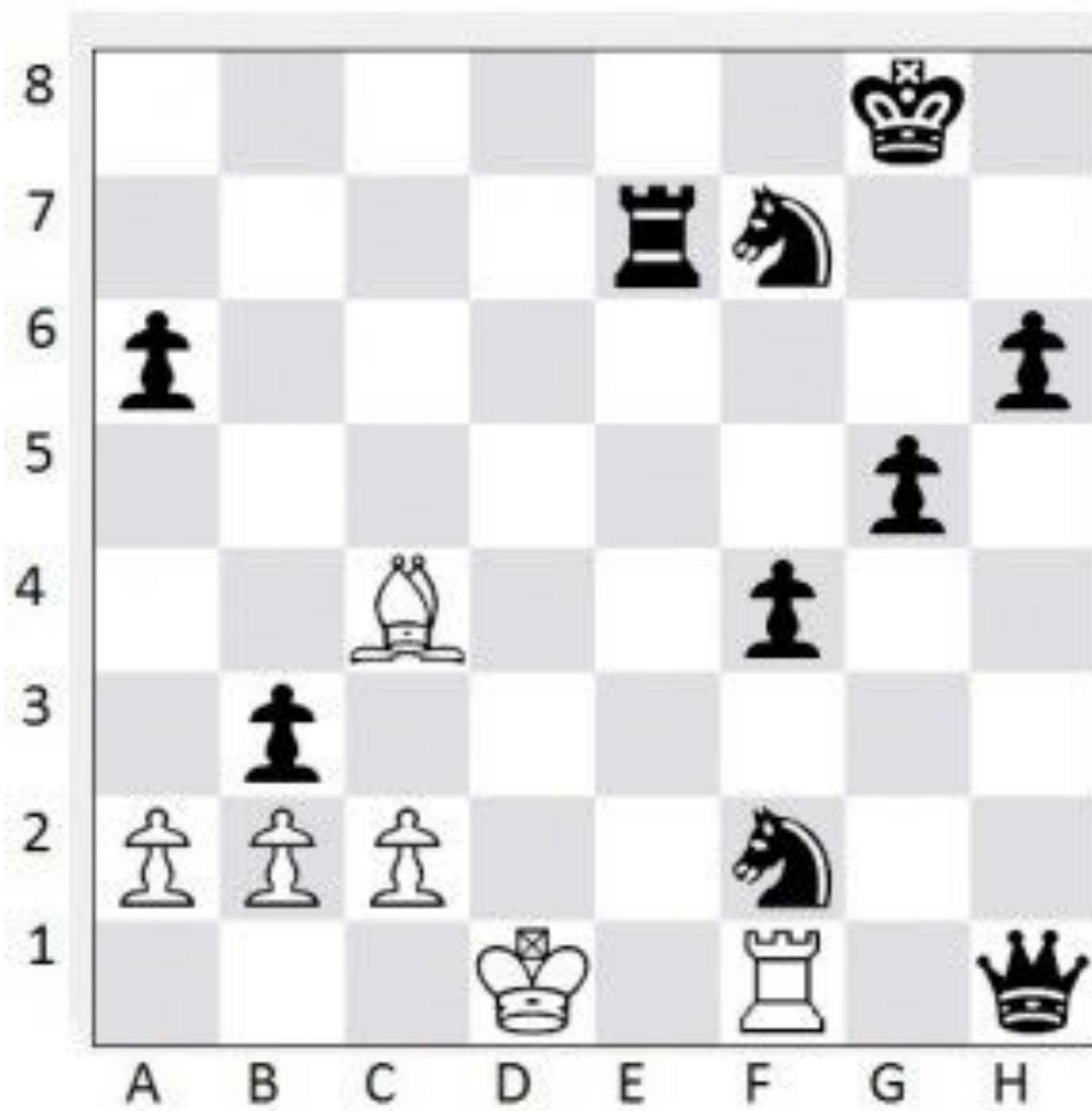
## Pins

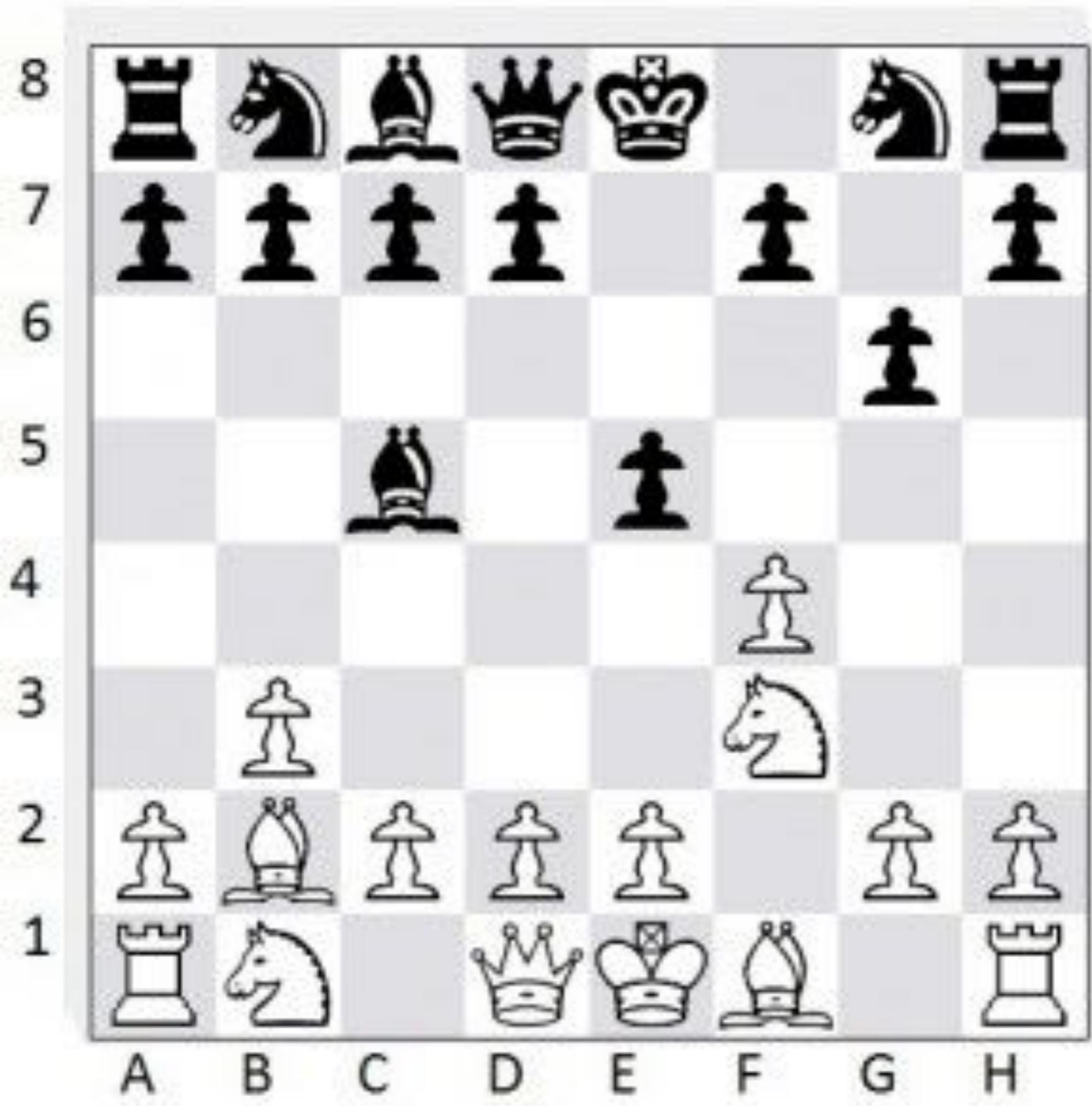
A pin is when a piece is attacking a piece that cannot move because if it moves it will expose the attacker to a more valuable piece.

Pieces pinned to the king cannot move at all until the king has moved out of the way.



Bishop pinning a Knight



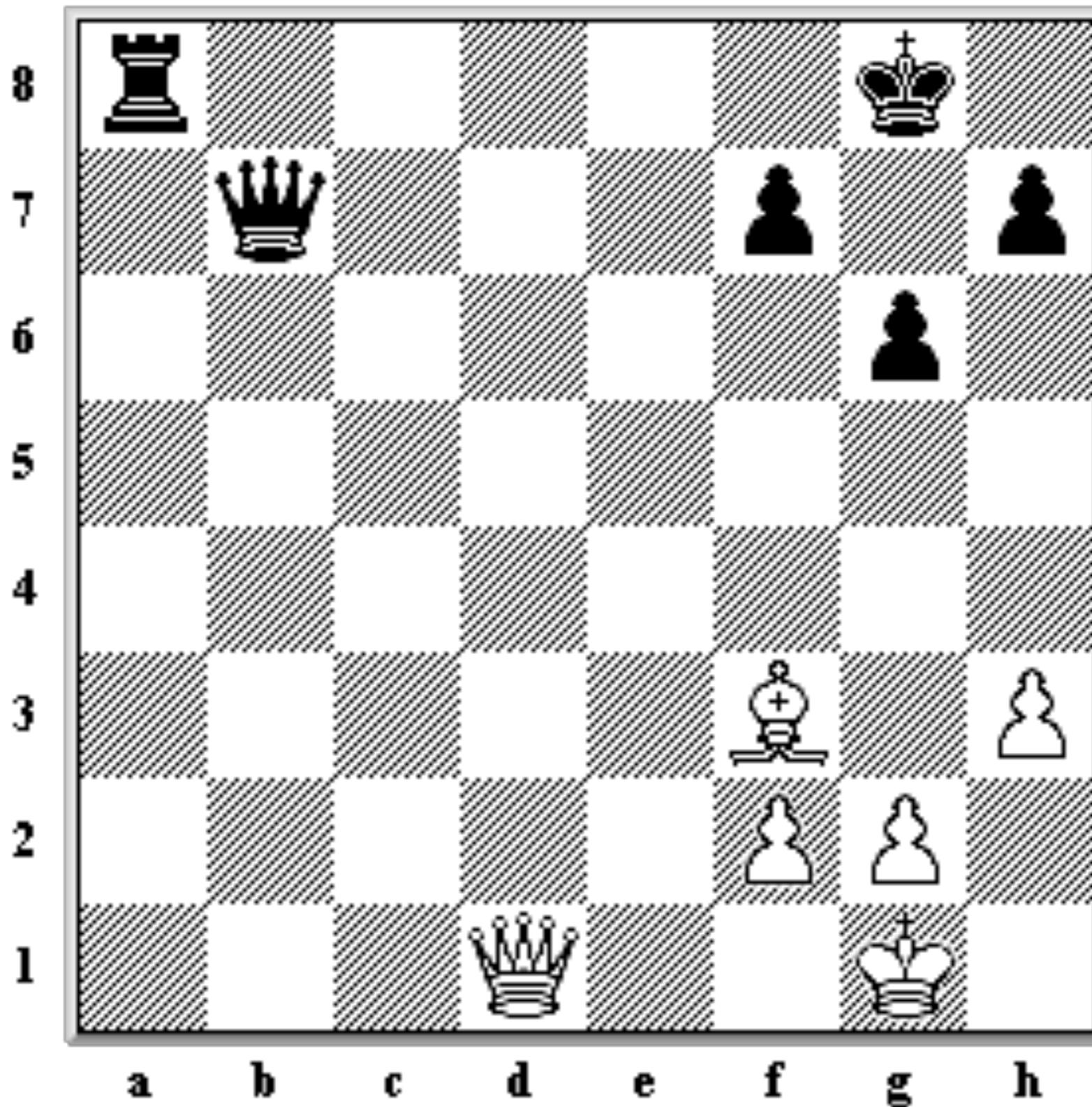




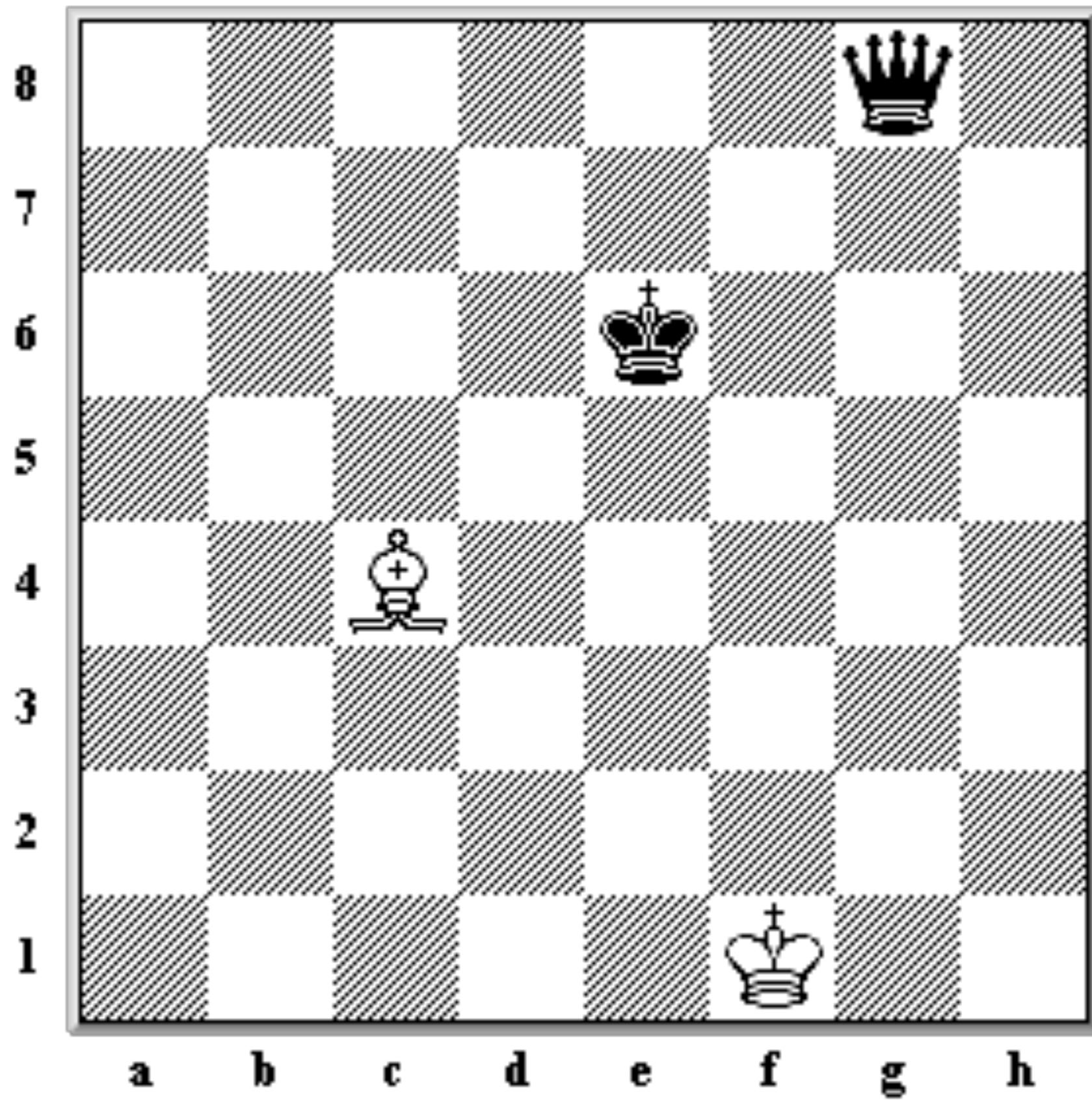
# Skewers

This can be described as a reverse pin.

An attacking piece is targeting a more valuable piece but if that piece moves, they will lose a lesser piece behind it.



White Bishop is threatening to capture the Black Queen.  
When the Queen moves out of the way, the Bishop captures the Rook.

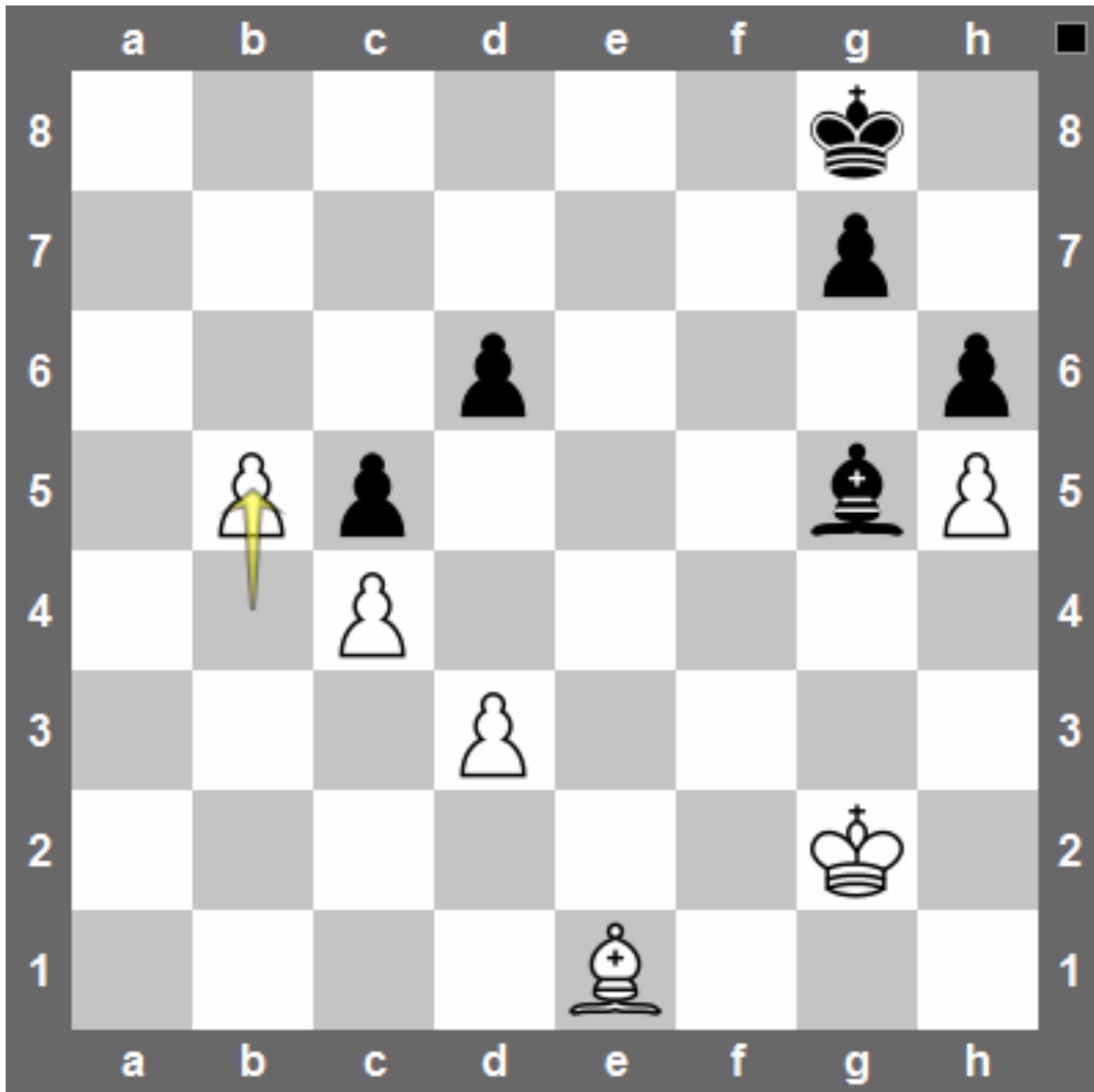


# Passed Pawn

A pawn which has no opposing pawns either on the file in front of it, or on the files next to it.

A pawn which can advance to the queening square without having to worry about being captured or blocked by the opponent's pawns.

The ultimate goal of a passed pawn is to reach the other side of the board (8th rank for white or 1st rank for black) and "promote" (see "promotion") to a better piece.



# Pawn Chain

Several pawns on a diagonal, guarding each other.

For example, pawns on f3, e4, and d5 form a *pawn chain*.

Pawn chains have the advantage that the pawns guard each other; their disadvantage is that since they are all on one color they leave holes between them which are not guarded.

