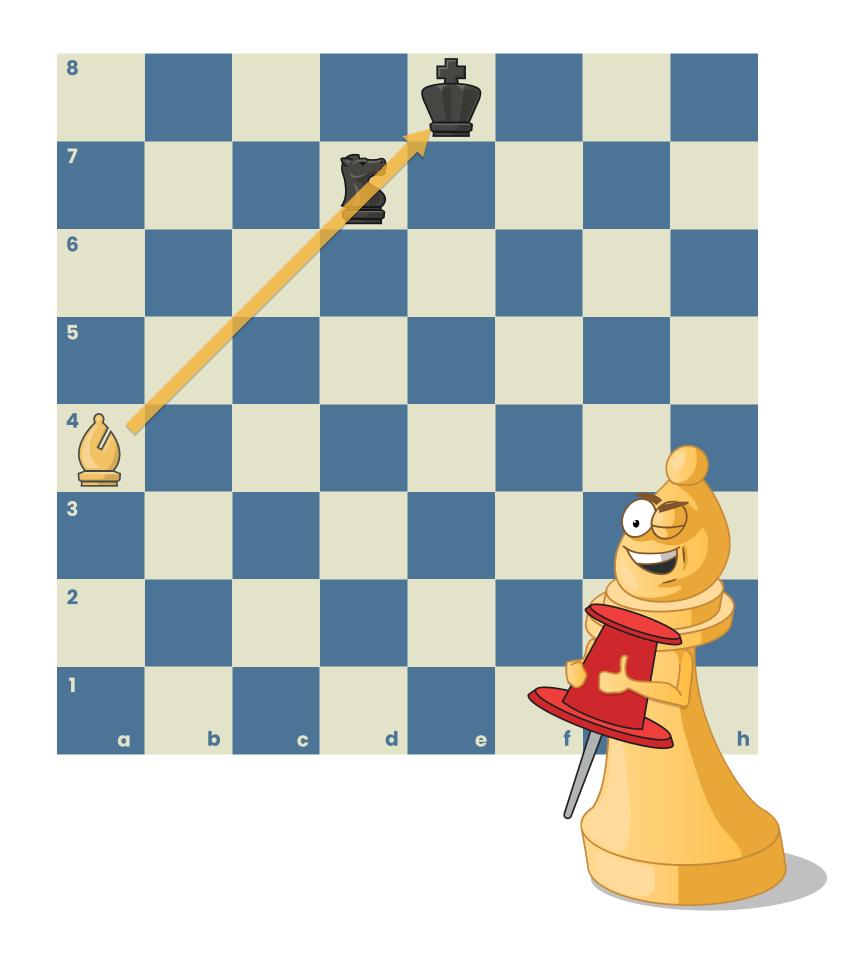


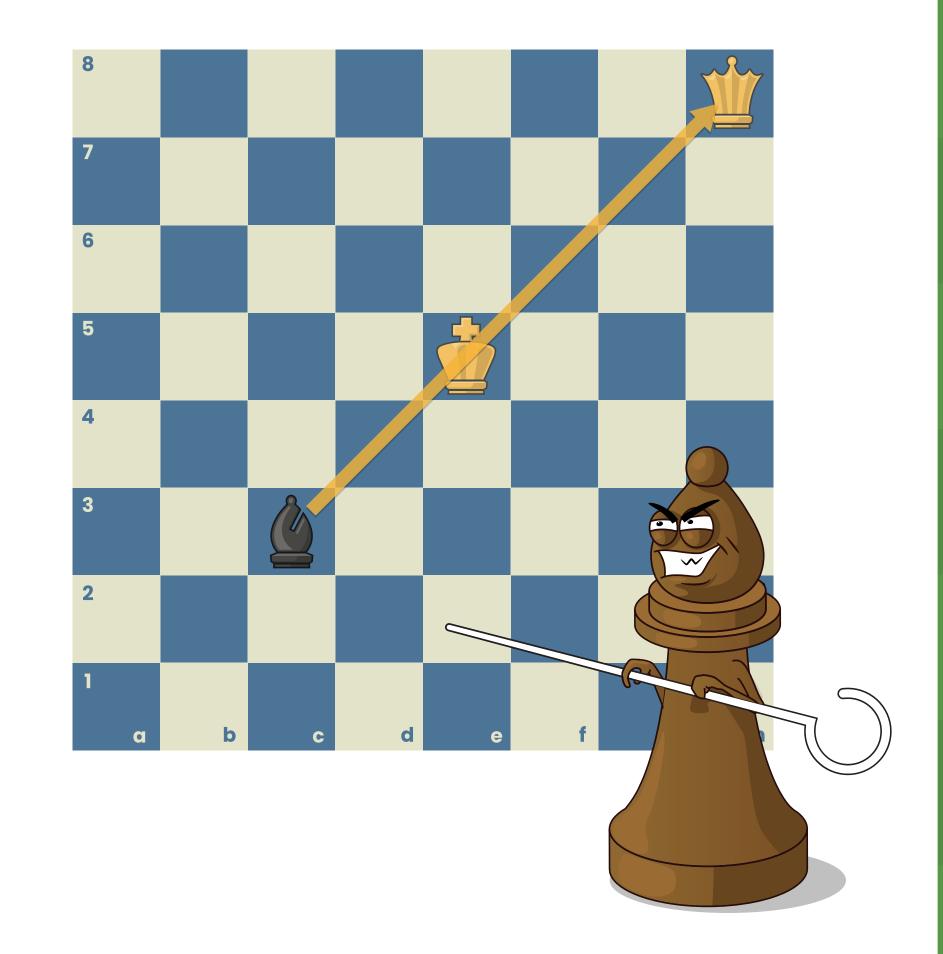
## Powerful Pin

A pin happens when you're attacking a player's piece that's aligned with another more critical piece or square. The attacked piece is pinned since moving it would allow you to attack the target behind it, which would be terrible for your opponent.



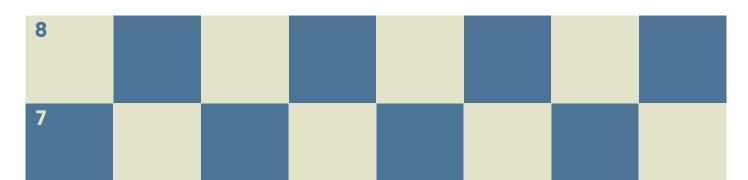
# Scary Skewer

A skewer is almost the same as a pin. The only difference is that the attacked piece is more important than the target behind it. If you apply a skewer against your opponent, they will be forced to move their piece out of the way and let you attack what's behind it.



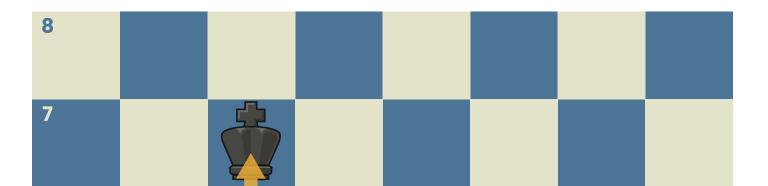
### Fearsome Fork

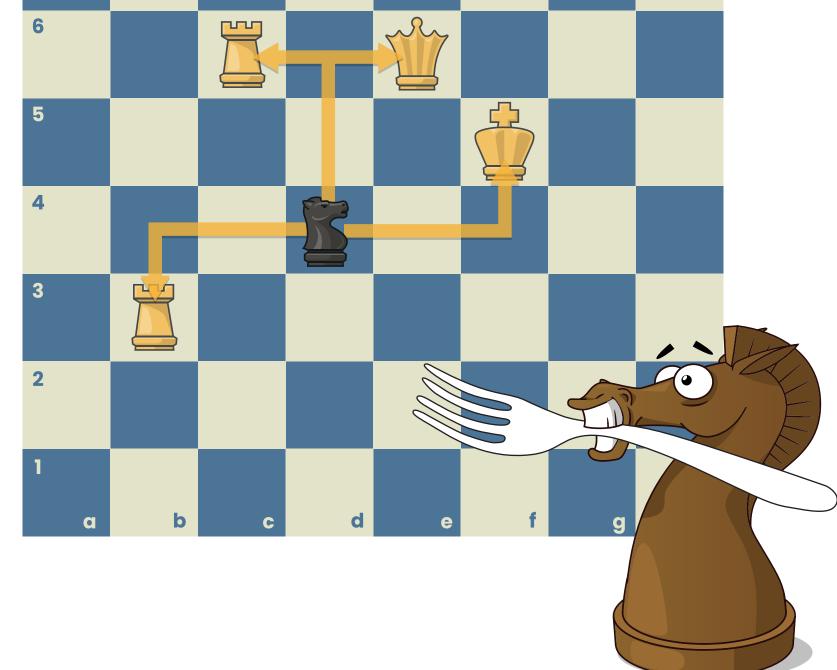
You apply a fork if you can use one of your pieces to attack more than one of your opponent's pieces at the same time.

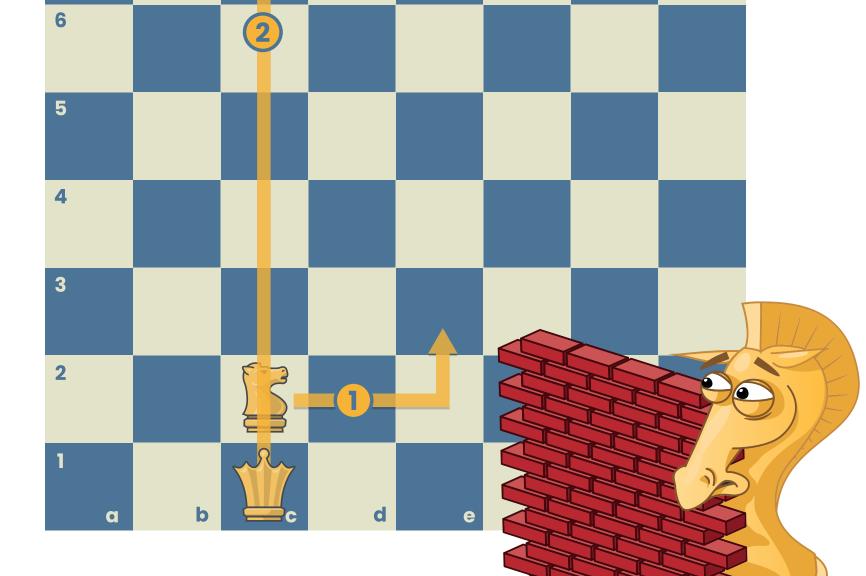


# Dynamic Discovered

You can apply a discovered attack tactic by moving one of your pieces to get out of the way and reveal the attack of another one of your pieces. In particular, discovered checks are a kind of discovered attack that is incredibly dangerous.







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