

The Desperado

Chess

Making a doomed piece pay for itself before it dies.

A piece that is certainly lost should capture the most valuable thing it can reach.

lost anyway → sell it dearly

Your knight is trapped. Capture whatever it can before it falls

Free material.

Both sides have a hanging piece. Take first with the doomed one

Order decides the outcome.

Mutual captures pending

Move order is everything.

Count carefully

THE COMMON MISTAKE

✗ **Trying to save an unsavable piece**

✓ **Getting maximum value from it**

Spending two moves failing to rescue it usually costs more than the piece itself.

Also applies defensively: check whether their trapped piece has a desperado before assuming you have simply won it.