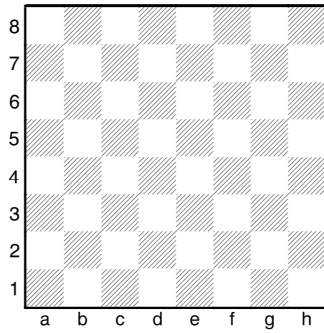
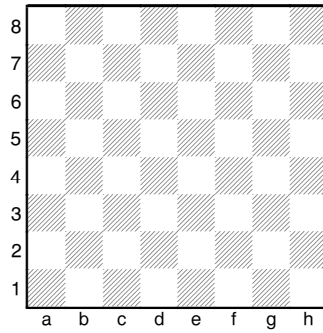


Erfinde und zeichne einen **Spießangriff** mit zwei verschiedenen Farben ein.

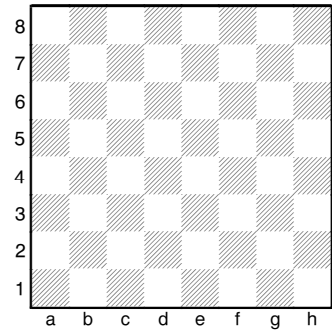
Läufer



Dame

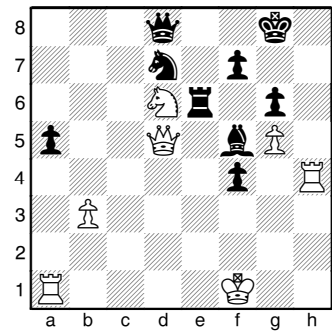
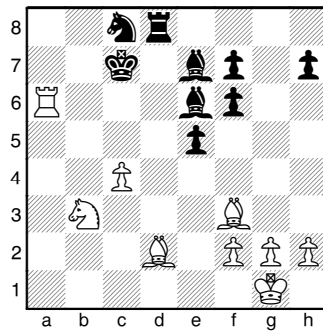
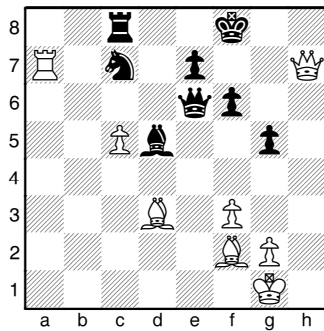


Turm

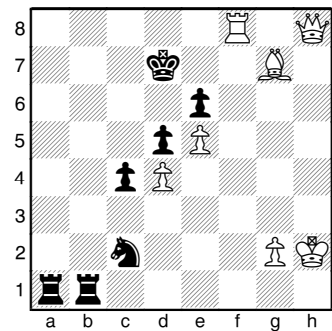
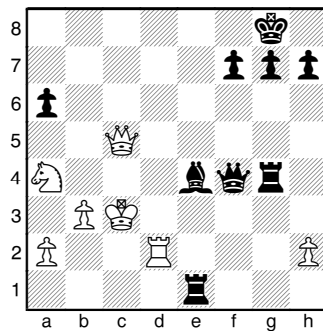
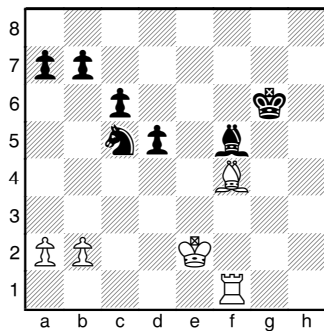


Notiere das Ergebnis unter dem Diagramm. Falls nicht möglich, zeichne einen Pfeil ein.

Gruppe



Partner



Einzel

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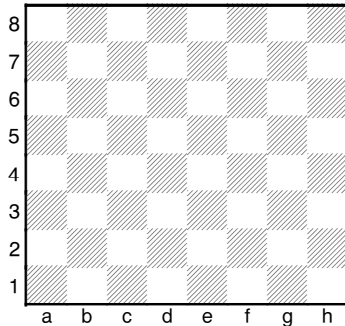
Hausi

Bonus

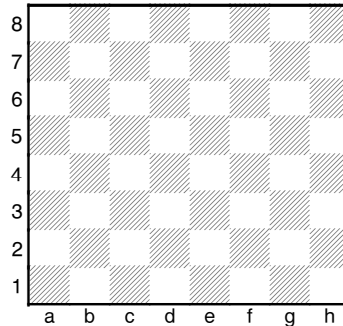
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Erfinde und zeichne einen **Fesselungsangriff** mit zwei verschiedenen Farben ein.

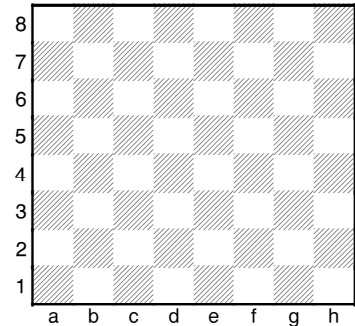
Läufer



Dame

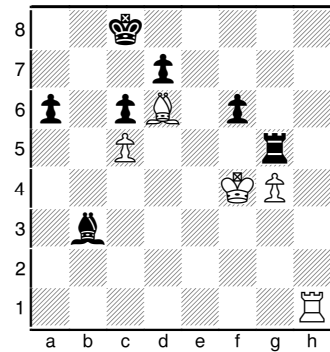
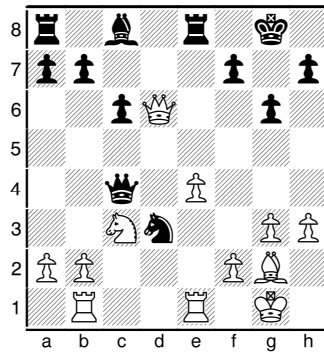
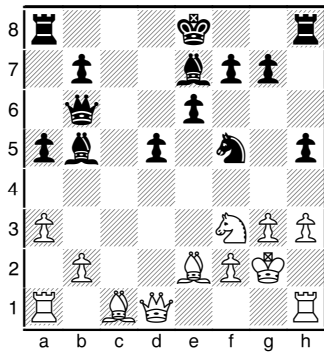


Turm

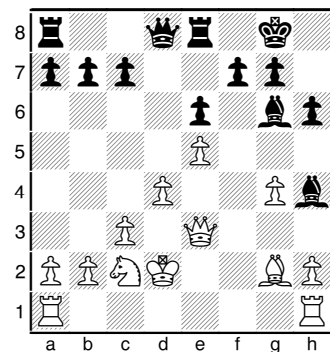
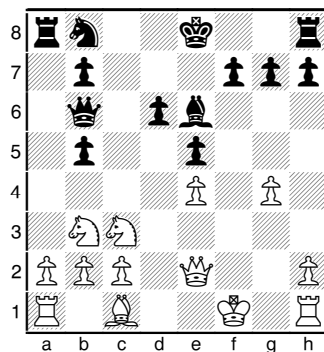
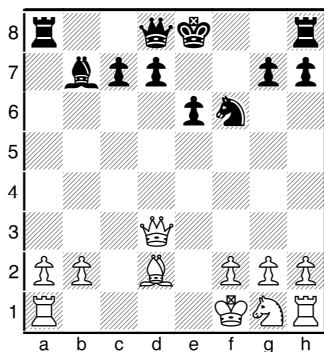


Notiere das Ergebnis bei den Diagrammen. Falls nicht möglich, zeichne einen Pfeil ein.

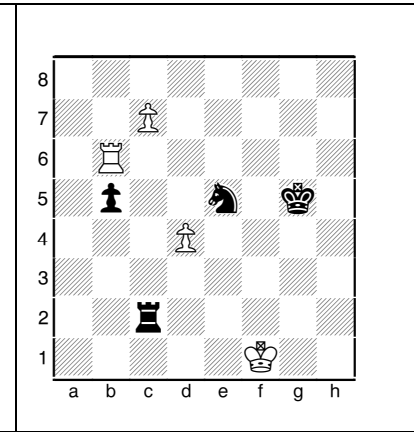
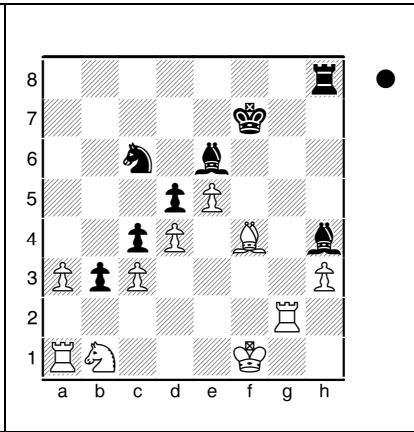
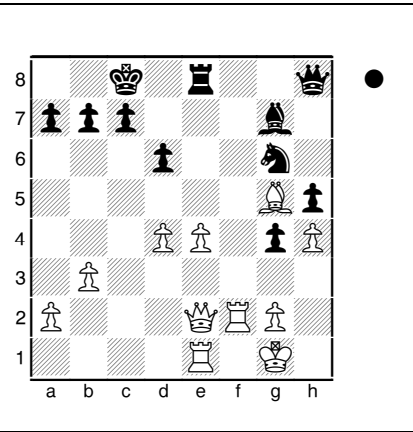
Gruppe



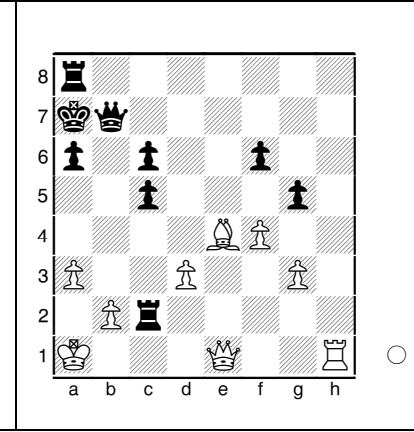
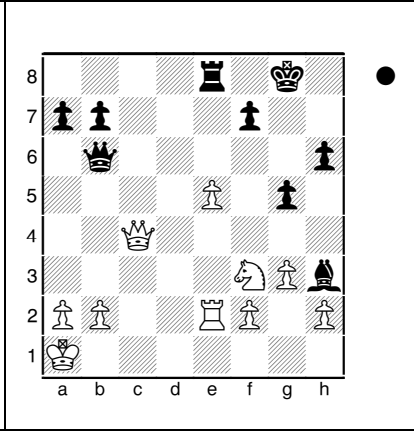
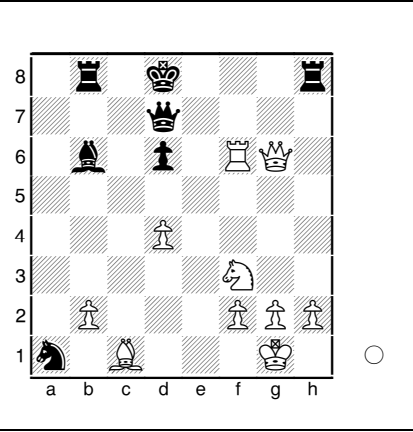
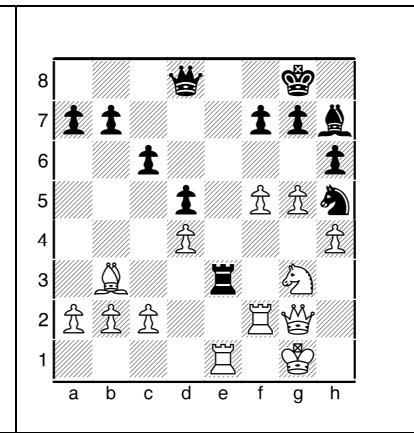
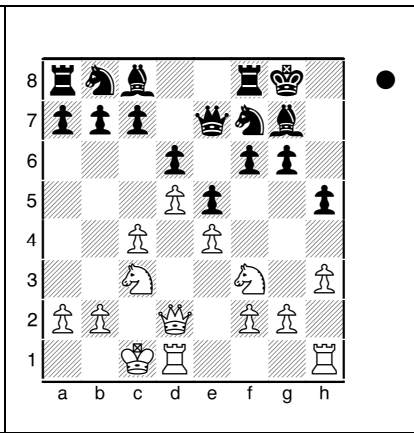
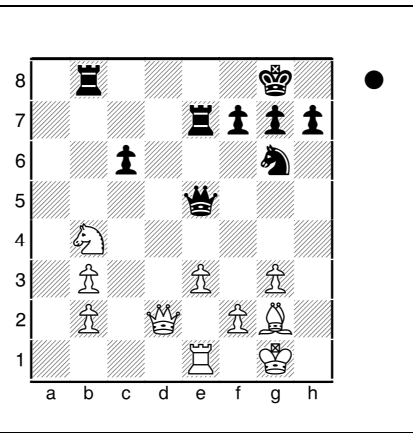
Partner



Einzel



Hausi



Bonus

