

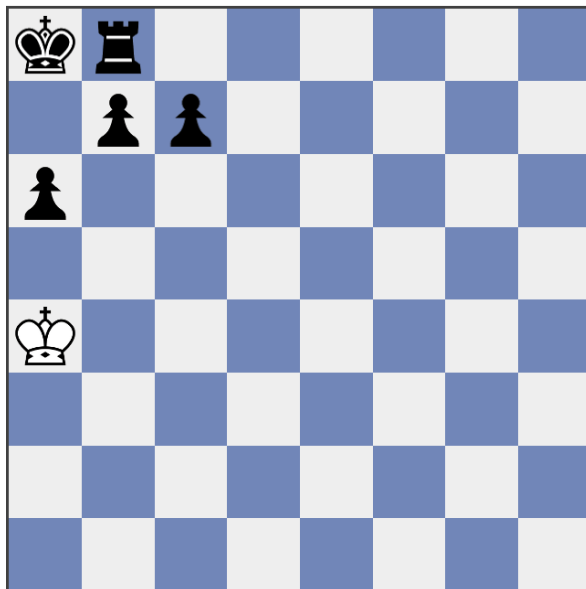
# TURRET



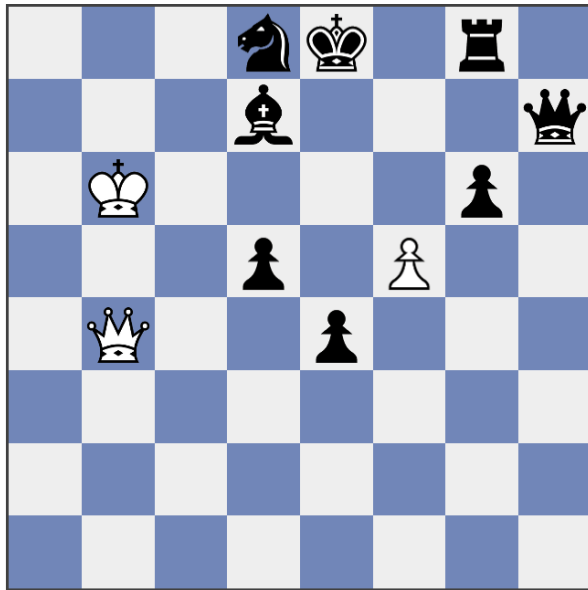
*The Turret is a dangerous long-range cannon mounted on a defensive tower, and is often well-camouflaged against the Arrakis desert.*

Each of the following is a chess puzzle position, where the pieces include a fairy chess piece – the **Turret**. Each position has a hidden White *Turret* that must be found to fulfil the puzzle's mating conditions for White (moving first). There is only 1 correct square for the *Turret* in each position. The mating solution for each puzzle (other than the first), is also important.

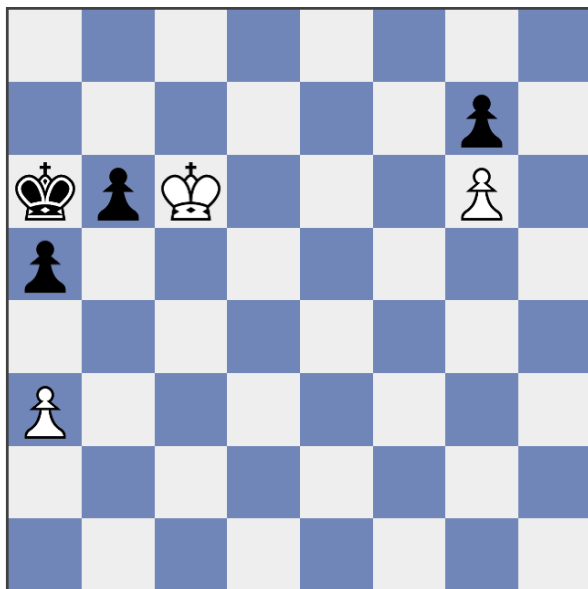
The positions should remain valid with the *Turret* piece, and follows standard chess rules with the exception of the capture conditions of the *Turret* piece. All the other chess pieces shown are standard.



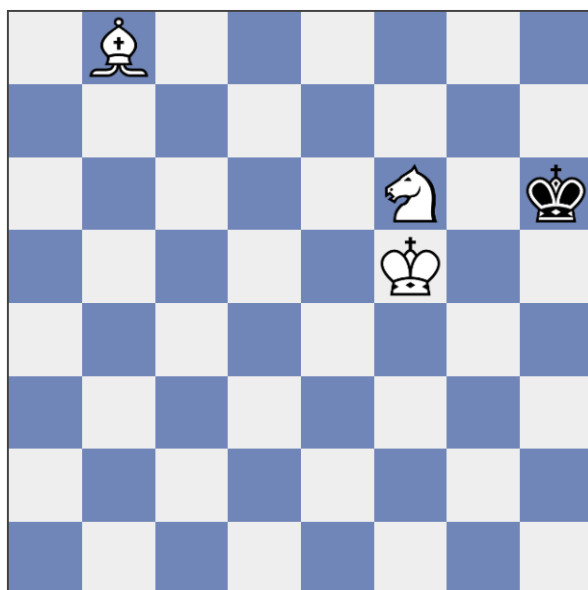
Mate in 0



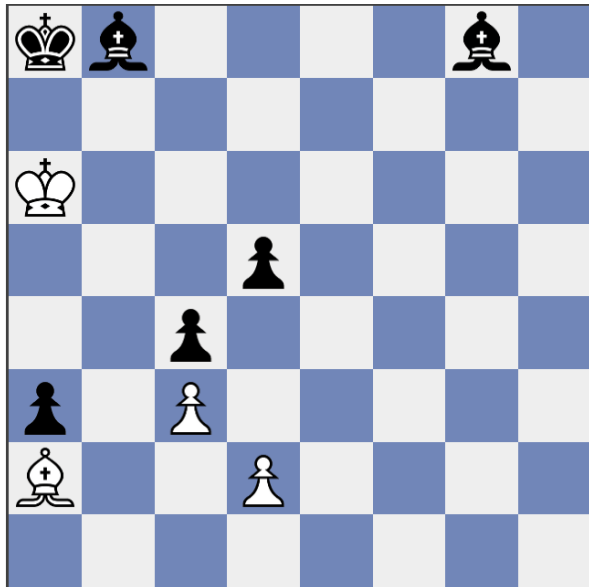
Mate in 2



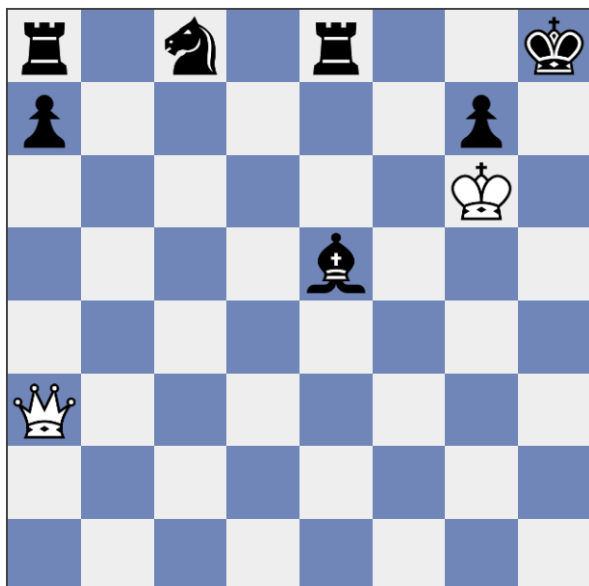
Mate in 2



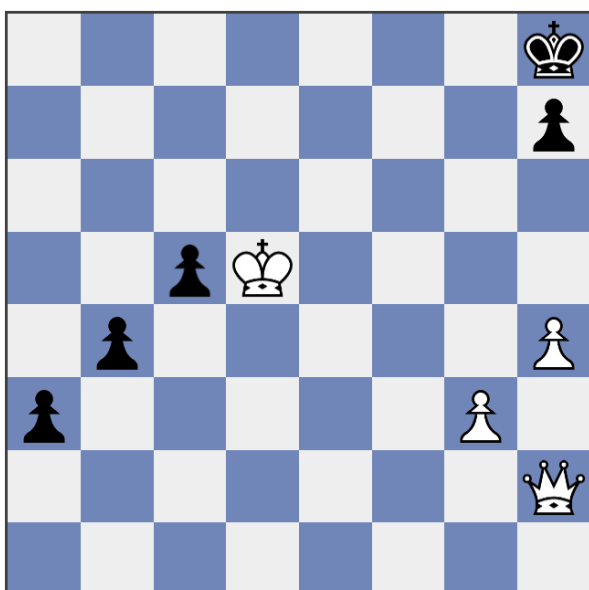
Mate in 2



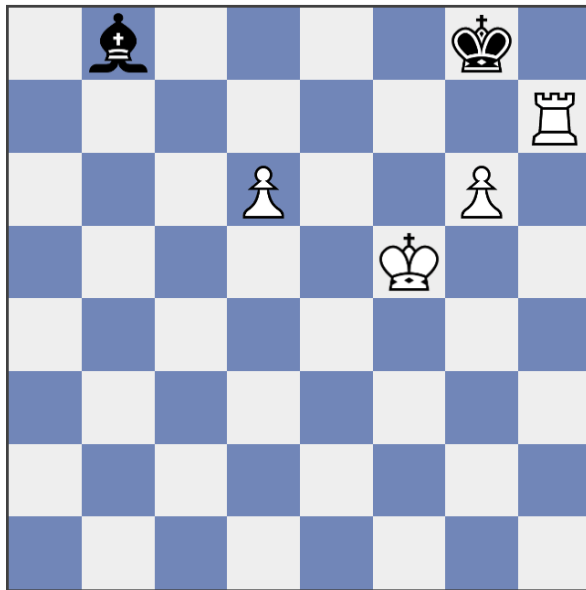
Mate in 2



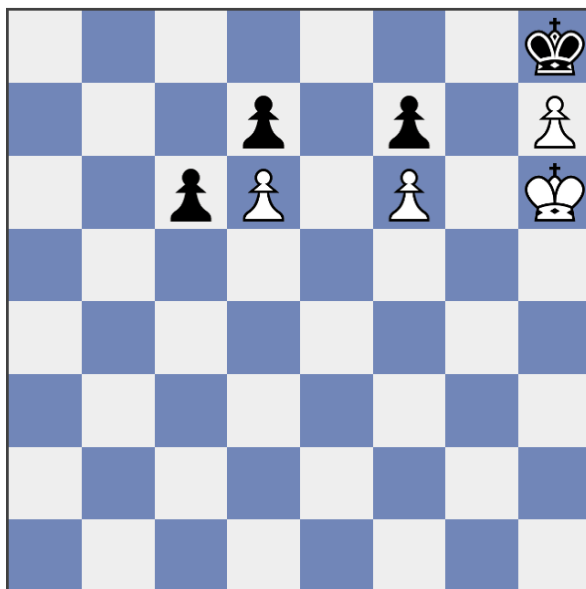
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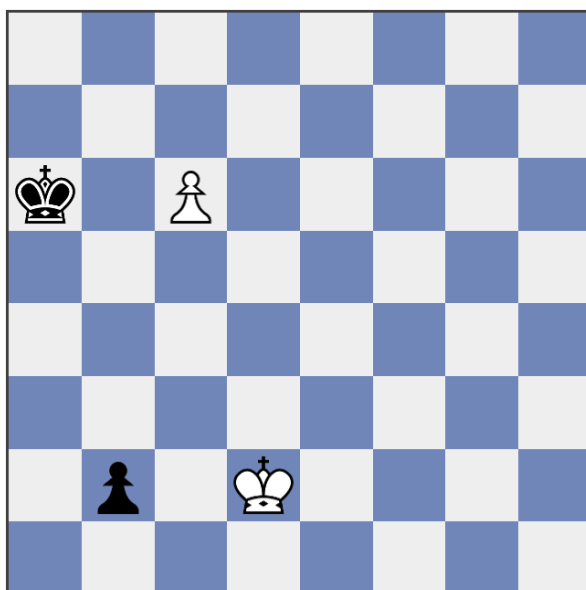
Mate in 2



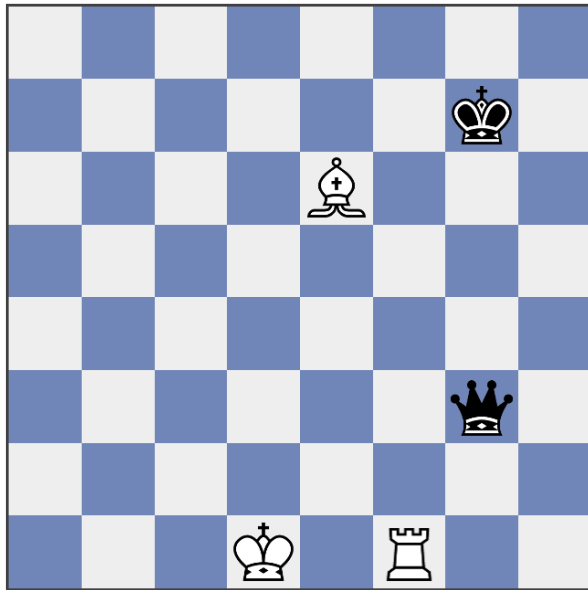
Mate in 2



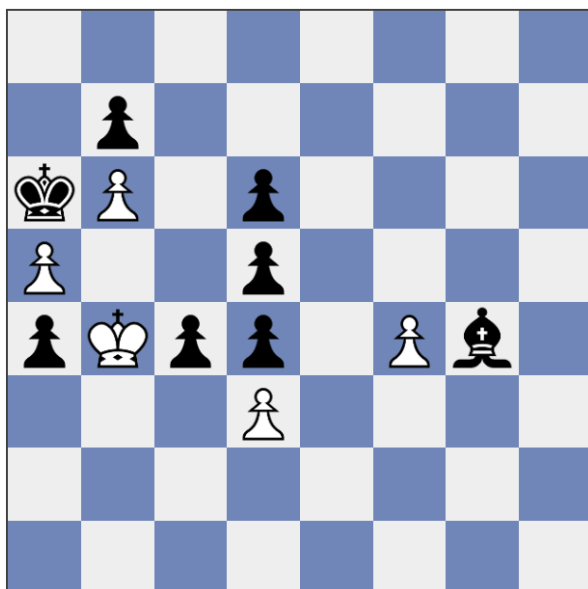
Mate in 3



Mate in 3



Mate in 3



Mate in 3

H	L	I	A	O	N	L	E
A	E	D	O	T	U	S	I
N	M	R	C	D	P	T	F
B	L	E	H	A	E	W	I
O	S	T	N	G	U	R	Y
S	T	O	V	C	A	E	T
E	N	H	S	E	M	T	O
A	R	K	E	I	H	R	P

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TURRET