



The Basman- Williams Attack

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From the Introduction

The story of our opening starts in 1980 when International Master Mike Basman plays a tournament in Israel, reaching our starting position, albeit after a somewhat different move order...

M.Basman – N.Grinberg

Ramat Hasharon 1980

1.c4 g6 2.h4!?



Unsurprisingly, Basman rocks the boat right away. Interestingly, the computer actually likes the move. **2...Nf6 3.d4** And with this move, we now have the starting position of our new favorite opening variation. **3...Bg7 4.Nc3 d5** Black opts for the Grunfeld set-up, which, as we will cover in the book, is probably not the best. But as children we are being taught that premature play on the flanks, should be refuted with a counterpunch in the center. **5.h5 Nxh5 6.cxd5 c6?!** Black really dives in with the fantasy of central counterplay. **6...e6** is the better option. **7.e4! cxd5 8.e5** The knight on h5 is already in some trouble, forcing Black to play a move that indicates that something has already gone wrong. **8...Bf8 9.Nf3 Nc6 10.Qb3!** Encouraging Black to play **...e7–e6**. **10...e6?** Normal but bad. Black should be unconcerned about handing the pawn back and instead aim for activity with something like **10...a6 11.Qxd5?! Bg4** when White is better but Black is still alive. **11.g4!**



11...Ng7 12.Bh6! Black's pieces are hopelessly tied up and White has an overwhelming advantage. 12...f5 This advance makes sense to avoid a complete positional strangulation. 13.Bh3!?! White could also play 13.exf6! Qxf6 14.Be2! when 14...Nxd4 is not possible on account of 15.Qa4+ Nc6 16.Bg5 Qf7 17.Ne5 Qc7 18.Nxg6 and White is winning. 13...Qb6 14.Qxb6 axb6 15.Ke2 Black's position is obviously terrible and there are many good moves for White, but I particularly like 15.gxf5! Nxf5 16.Bxf5 gxf5 17.Nb5! Ra5 18.a4! for White. Black is positionally finished. 15...fxg4 16.Bxg4 Bd7 It is difficult to prescribe a good plan for Black to improve on his situation, but the text move is almost certainly not the best. The computer recommends 16...Kf7 but after 17.Ng5+ Kg8 18.Ke3, White is clearly better. 17.Nb5?! This allows Black a little tactic that opens the game a bit. It would be safer to play 17.a4! first. 17...Nxe5! Grabbing the chance to get back into the game with both hands. 18.Nc7+ Kd8



19.Nxe5? White goes for the positional hold rather than being materialistic which is not surprising. However, the computer tells us that this is not the best choice for White.

It was better to play 19.Nxa8 Bb5+ 20.Ke1 Nxc4 21.a4 and White would have had a clear advantage. **19...Kxc7 20.Nf7 Rg8?** This is probably what Basman was anticipating when capturing on e5 and thus helping him to decide in favor of that move because the position overwhelmingly favoring White. However, Black had a tactical option available (courtesy of my engine) that would bring Black some proper counterplay and decent chances: 20...Nh5! 21.Be3 (the alternatives are not any better, e.g., 21.Nxh8 Bxh6 22.Nf7 Bb5+ or 21.Bxh5 Bxh6 and Black may even be better) 21...Rg8 22.Bxh5 gxh5 23.Bf4+ Kc8 24.Rxh5 when White has nice positional compensation for the sacrificed pawn, but probably not much more than that. **21.Bf4+ Kc8 22.Rxh7 Nf5 23.Bxf5 gxf5 24.Ne5**



White is back to being completely winning. **24...Bc6 25.Rc1 Bd6 26.a3 Ra4 27.Ke3 Rg4** Desperation, but Black is lost in any case. **28.Nxc4 Bxf4+ 29.Kxf4 Rxd4+ 30.Ke5 Rxc4 31.Kxe6 Rf4 32.Rc2 Kb8 33.Ke5 Rf3 34.Rf7** Black resigned. 1–0

Despite the roaring success in this game, it took a long time before it was played again at master level. The next adventurer was none other than Simon Williams, the Ginger GM, whose aggressive play, and creativity have found him many fans around the world.

S.Williams – P.Hugentobler
Swiss Open ch (Samnaun) 2008

1.d4 Nf6 2.c4 g6 3.h4!? Bg7 4.Nc3 d5 5.h5 Nxh5 6.cxd5 c6?! 7.e4 cxd5 8.e5 Bf8 9.g4 9.Nf3 was Basman's choice in the previous game. **9...Ng7 10.Bg2!**



10...Be6 No ...e7–e6 this time, but also leaves the knight on g7 in a precarious position. **11.Qb3?!** **11.Bf3!?** intending Nh3 followed by Nf4 looks better. **11...Qd7** **12.Bxd5 Bxd5** **13.Qxd5 Nc6??** Black blunders. He would have been fine after **13...Qxd5** **14.Nxd5 Ne6** **15.Be3 Nc6** **16.Ne2** 0–0–0 with chances to both sides. **14.Qxd7+ Kxd7** **15.Nf3** White has a massive space advantage include an impressive center. **15...e6** **16.Bh6 Nb4** **17.Ke2 Ne8** **18.Bxf8 Rxf8** **19.Rxh7** White is now also a pawn up. The conversion is flawless from here. **19...Rc8** **20.Ng5 Ke7** **21.a3 Nc6** **22.Rd1 Rd8** **23.Ke3 Nc7** **24.f4 Nd5+** **25.Nxd5+ Rxd5** **26.Ne4 Rb5** **27.b4 Rd5** **28.Nf6 Rdd8** **29.d5 exd5** **30.Nxd5+ Ke6** **31.Ke4** 1–0

The following three games made everybody pay attention to the viability of the opening.

R.Rapport – P.Svidler

Grand Chess Tour Rapid (Paris) 2021

1.d4 Nf6 **2.c4 g6** **3.h4 c5** **4.d5 b5** Svidler goes for the Benko Gambit approach. **5.cxb5 a6** **6.e3 Bg7** **7.Nc3** 0–0 **8.a4 Bb7** **9.Nf3 e6** **10.dxe6 fxe6** **11.Qd6**



This position resembles one from the Benko Gambit 5.e3 variation but with h2–h4 interjected. The computer likes White's chances and Svidler did not manage to sway the argument. **11...axb5 12.Bxb5 Ne4 13.Nxe4 Bxe4 14.h5 Qf6??** A dreadful blunder. Black should have opted for 14...Nc6 15.hxg6 hxg6 16.Ra3 Rf5 (16...Nb4? 17.Rc3 Qf6 18.Qg3) 17.Bd2 and White would have had a nice advantage.



15.h6! Initiating a sequence of moves that Svidler can be forgiven to have overlooked in a rapid game. **15...Bh8 16.Rh4!** Threatening the bishop on e4. **16...Bxf3 17.Rf4!** Oh yes that was the other threat attached to the previous move. **17...Qd8 18.Bxd7!** Ouch! Black resigned. One possible continuation was 18.Bxd7 Bd5 19.Bxe6+ Bxe6 20.Qxe6+ with mate. **1–0**

S.Shankland – P.Svidler

FIDE World Cup (Krasnaya Polyana) 2021

1.d4 Nf6 2.c4 g6 3.h4 Bg7 4.Nc3 d6 5.e4 Nc6 6.Nge2 0–0 7.f3 White has managed to get the Grunfeld Indian faithful Peter Svidler to enter a King's Indian Samisch Variation. White does not have any significant advantage but having managed to get your opponent out of his or her favorite opening is an important achievement. **7...e5 8.d5 Nd4 9.Be3 c5 10.dxc6 bxc6 11.Nxd4 exd4 12.Bxd4**



Black has sacrificed a pawn but in return has a lead in development, open files, and somewhat vulnerable white king as compensation. **12...Rb8** It would have made sense to open everything up with all of the previous points of compensation in mind with **12...d5**. **13.Qc2 c5 14.Bf2 Be6?! Black's** compensation was beginning to slip, and this did not make things better, but also **14...Nh5 15.0–0–0 Qa5 16.Be1** would have been better for White. **15.0–0–0 Nd7 16.Rxd6** The computer likes **16.b3!?** but weakening the dark squares is scary. **16...Qa5 17.Be1 Ne5 18.f4?! White** should have played **18.h5 Bxc4 19.f4 Bxf1 20.fxe5** with a clear advantage according to the engines, but with human eyes Shankland's move looks better. **18...Nxc4 19.Bxc4 Bxc4 20.e5 Rfd8 21.Rxd8+ Rxd8 22.h5 Bxa2 23.hxg6 hxg6 24.Ne4 Qb6??** The decisive mistake. After **24...Qb5**, the game would still have been undecided. **25.Bh4!** Ouch! **25...Rd4 26.Nf6+ The** point behind the previous move. **26...Kf8 27.Bf2!** Double ouch! **27...Bxf6 28.exf6 Qxf6 29.Qxc5+ Rd6 30.Qc8+** and Black resigned. **1–0**

K.Alekseenko – M.Ragger
European Club Cup (Struga) 2021

1.d4 Nf6 2.c4 g6 3.h4 Bg7 4.Nc3 c5 5.d5 e6 6.h5!? White sacrifices a pawn for the initiative. The normal move is 6.e4.



6...Nxh5 7.g4!? Nf6 **8.d6 0-0?** Castling into an attack is either very brave or foolhardy. The computer likes 8...Nc6 9.e4 b6 but obviously Black is very passive and White has sufficient compensation. **9.e4** White could also play 9.g5 Ne8 10.Qd3 Nc6 11.Qg3 Be5 12.Bf4 Bxf4 13.Qxf4 f6 14.Qh2 Rf7 15.Nh3 with a terrifying attack for White. **9...Nc6? 10.Qf3! h5?** Making a bad situation worse. But 10...b5 11.Qh3 Bb7 12.Bg5 Re8 13.cxb5 Nd4 14.Rc1 e5 15.Bc4 is also hideous for Black. **11.gxh5 Nxh5**



During the broadcast when the game was being played, the commentators were eagerly analyzing 11...Nd4 12.Qg2 Nc2+ 13.Kd1 Nxa1 14.h6 with a decisive attack for White. **12.Be2 Nd4 13.Qh3 Qf6 14.f4** Or 14.Nf3 Nxe2 15.Kxe2 (15.Bg5) 15...b5 16.Qg4 Qd8 17.Be3 and White would be winning. **14...Nc2+** Also 14...Nxe2 15.Ngxe2 Re8 16.Qf3 Rb8 17.Be3 would be winning for White. **15.Kf1 Nxa1 16.Bxh5 gxh5 17.f5 Re8 18.Qxh5 exf5 19.Nd5 Qd4** Or 19...Qxd6 20.exf5 Re5 21.Qh7+ Kf8 22.f6 and it is curtains for Black. **20.Ne2** Black resigned on account of 20.Ne2 Qd1+ 21.Kf2 Qxh1 22.Qxh1 and Black would not be able to avoid getting mated. **1-0**

Chapter 9: Minor Lines

1.d4 Nf6 2.c4 g6 3.h4 Bg7 4.Nc3 d6 5.e4 0-0 6.Be2 c5 7.d5



7...a6

Black's primary options 7...h5, 7...b5 and 7...e6 are covered in the following chapters. In this chapter, we focus on the less played lines, but they are nevertheless seen with some frequency, particularly because many Black players are unfamiliar with White's variation of choice and must come up with something viable. The text move is normal as it prepares ...b7-b5 but also allows positions that could arise in the following chapters.

Black has some additional choices:

a) 7...Nbd7 8.h5 a6 (8...Re8 looks odd but did okay in its first outing: 9.hxg6 fxg6 10.Bf4?! a6 11.Nh3 b5 12.cxb5?! axb5 13.Ng5 b4 14.Nb1 Nf8 15.Nd2 h6 16.Nh3 e6 17.dxe6 Nxe6 18.Kf1 Nd4 and White was being outplayed in Pokorny-Hromadka, Trencianske Teplice 1928, but White can improve with 9.h6 Bh8 10.Nh3 Nf8 11.Ng5 with a dreadful position for Black), and now:

a1) 9.hxg6 fxg6 10.a4! (White should not play 10.Bh6? Bxh6 11.Rxh6 although it worked in an online game, but in this position Black can play 11...b5! (instead of 11...Kg7?) 12.cxb5?! axb5 13.Bxb5 Ne5 and White is getting outplayed) 10...Ne5 11.Nh3! e6 12.f4 Nf7 13.dxe6 Bxe6 14.Nf2 and White has the upper hand.

a2) 9.h6! Bh8 10.a4 (this is much better than 10.f4? which allows 10...b5! 11.Qc2 Nb6 12.cxb5 axb5 13.Bxb5 e6 14.dxe6 Bxe6 was played in an online game and was also playable for Black, but 13...Bd7 14.Bxd7 Qxd7 would have

given Black a perfectly playable Benko) 10...Ne5 11.Ra3 Bd7 12.f4 Neg4 13.a5 and White has a clear advantage.

b) 7...Na6 8.h5, with a fork in the path:

b1) 8...Nc7 9.a4 (or 9.Bf4 a6 10.a4 Nd7? 11.Qd2 Ne5 12.Bh6 Bg4 13.Bxg7 Kxg7 14.hxg6 fxg6 15.Qh6+ Kf7 16.Bxg4 and Black was busted in Ruckschloss-Mace, Parthenay 2000) 9...a6 10.g4?! (10.Nh3!?) 10...Bd7?! 11.g5 Nfe8, and now rather than 12.f4?! b5 13.Nf3?! (13.Qc2!?) 13...e6 14.dxe6 fxe6? (14...Bxe6 was necessary) 15.hxg6 hxg6 16.Nh4 Kf7 17.Nxg6 and White's attack crashed through in an online game, White should have played 12.a5! Rb8 13.Nf3 with an overwhelming advantage for White; Black is terribly passive and will be struggling to activate the pieces and get counterplay, whereas White will soon launch more pieces at Black's king.

b2) 8...e6 9.h6 (9.hxg6 fxg6 10.Bg5 exd5 11.cxd5 Qe7 12.Qd2 Bd7, and here, in an online game, White tried 13.f3 Nc7 14.a4 a6 15.a5 Nb5 16.Bxb5? axb5 and Black was doing very well, but White can easily improve with 13.Nf3 b5 14.e5 dxe5 15.d6 Qe6 16.Bxf6 Bxf6 17.Ne4 with a decisive advantage for White) 9...Bh8, thus far we have followed an online game, and here White should have played 10.dxe6 fxe6 (or 10...Bxe6 11.Nf3 Bg4 12.Be3 Nb4 13.Ng5 Bxe2 14.Qxe2 Nc6 15.0-0 with a comfortable edge for White) 11.Be3 b6 12.Qd2 Bb7 13.Nf3 Nxe4 (or 13...Qe7 14.Ng5 is clearly better for White) 14.Nxe4 Bxe4 15.Ng5 Bxg2 16.Rg1 with strong attack and much better chances for White.

c) 7...e5? is a terrible idea, closing the center hands White everything he wants without getting anything in return. But...



8.h5! This is already so good for White that the computer assesses it as almost decisively better for White, so let us look at why:

c1) 8...a6 9.hxg6 (or 9.h6 Bh8 10.a4 b5 11.axb5 Bb7 12.Bg5 Qb6 13.Qc2 axb5 14.Rxa8 Bxa8 15.Nxb5 Bb7 16.Nf3 Nbd7 17.0-0 and White was completely winning in an online game, but also 9.a4 is massively better for White) 9...fxg6 (or 9...hxg6 10.Bg5 Qa5 11.Qd2 Re8 12.Bh6 Bh8 13.0-0-0 (but White can play even better with 13.a4 Nbd7 14.f3 Nf8 15.Nh3 with a depressing position for Black) 13...b5 14.cxb5 axb5 15.Bxb5 Bd7 16.Bxd7! (16.Bg5! is still almost winning for White, the threat is Rxh8+) 16...Nbx7 17.Nf3 Reb8 and Black has more or less adequate counterplay on the queenside) 10.a4 (once more, 10.Bh6? is a bad idea, Black simply answers 10...Bxh6 11.Rxh6 b5 and Black has excellent play on the queenside whereas White will not threaten anything on the kingside for a long time), and now:

c11) 10...Nbd7 11.Nh3 (11.g4! is even better) 11...h6 12.g4 Qe8 13.Be3 g5 14.f3 Qg6 15.Nf2 Qf7 16.Rh3 Re8 thus far we have followed an online game, and here 17.a5 b6 18.axb6 Nxb6 19.Nh1 would have given White a large advantage.

c12) 10...a5 is inexplicably bad, e.g., 11.f3 (11.g4!) 11...Na6 12.Be3 (12.g4!?) 12...Nb4 13.Qd2 Bd7 14.g4 Qe7 15.Nh3 b6 16.Ng5 Rad8 17.0-0-0 and White was winning in an online game.

c13) 10...b6 11.Bg5 Ra7 12.Qd2 Qe8 was played in an online game, when 13.Nh3 Nh5 14.Bxh5 gxh5 15.f3 was crushing for White.

c2) 8...Ne8 9.Nf3 Bg4 10.hxg6 fxg6 (or 10...hxg6 11.Bg5 Bf6 12.Bh6 and White has a massive advantage) 11.Ng5! (offering to exchange the light-squared bishops and then jump onward to e6) 11...Bxe2 12.Qxe2 Nf6 13.Ne6 Qb6 14.Nxg7 Kxg7 15.Bh6+ and White was winning in an online game.

c3) 8...Nbd7 9.hxg6 (9.g4! is untested but, in fact, even better) 9...fxg6 10.a4 (White should not play the typical but bad 10.Bh6? a6? (Black should simply capture on h6, this is a typical idea and Black is in no danger of getting mated. 10...Bxh6 11.Rxh6 Nh5! 12.Bxh5 Qg5 and Black already has the better chances) 11.Qd2 Qe7 12.Bxg7 Qxg7 13.f3 Nh5 14.0-0-0 b5 15.cxb5 axb5 16.Bxb5 and White had a clear advantage in an online game) 10...Rb8 11.g4 with a large advantage.

c4) 8...Re8?! 9.hxg6 fxg6 10.Bh6 (10.g4 Na6 11.g5 Nd7 12.Be3) 10...Bh8 11.Qd2 Na6 12.Nf3 Nc7 13.Nh2 Bd7 14.Bg5 Qc8 was played in an online game, and now 15.0-0 would leave White with a decisive advantage.

d) 7...h6 8.g4! Ne8 9.Be3 e5? (this is a misunderstanding of proportion) 10.Qd2 Kh7 11.0-0-0 f5 12.gxf5 gxf5 13.f4 exf4 14.Bxf4 Nf6 15.e5 (or 15.exf5 Bxf5 16.Nh3 Ne8 17.Bd3 when Black's position is a tragedy) 15...dxe5 16.Bxe5 Ne4 17.Nxe4 Bxe5 18.Nf2 (or 18.Nf3 fxe4 19.Nxe5 and White is winning) 18...Qd6 19.Nd3 Bg7 20.Qf4 Qxf4+ 21.Nxf4 with a dominating positional advantage for White, Schmalhofer-Jung, Fischbach 1997.

e) 7...Qa5 is best met with 8.Bd2 e6 9.g4 exd5 10.g5! Ne8 when both 11.Nxd5 and 11.exd5 both are clearly better for White.

f) 7...Qb6?! makes almost no sense, okay... it makes no sense. White is clearly better after 8.h5 or 8.g4.

8.a4



8...e6

This approach is similar to what we will cover in chapters 12 and 13, but we a few other moves to look at here as well:

a) 8...h5 9.Nh3 (or 9.f3 Nbd7?! (9...e6!? is better) 10.Nh3 Ne5 11.Nf2 Rb8 12.g4 Qb6 13.g5 Ne8 14.f4 gave White a clear advantage in Netusil-M.Braun, Czech Republic 2016) 9...e6 (or 9...Bxh3 10.Rxh3 Nbd7 11.Bg5 Qc7 and here White opted for the direct attack in an online game: 12.g4!? hxg4 13.Bxg4 Rfe8 14.h5 Ne5 15.Be2 gxh5 16.Bxh5 Nxh5 17.Qxh5 - White has an irresistible attack - 17...b5 18.Qh7+ Kf8 19.Bh6 e6 20.Qxg7+ Ke7 21.dxe6 Kd8 22.Nd5 Qa5+ 23.Bd2 b4 24.exf7 and Black resigned.) 10.Ng5 exd5 11.cxd5 (here White achieves less with the recapture by the h-pawn, for instance, 11.exd5 Re8 12.0-0 Bf5 13.f3 Nbd7 14.Bf4 Ne5 15.Re1 Qc7 16.Bf1 Nh7 17.Qd2 Nxg5 18.hxg5 Re7 and Black had effortlessly equalized in an online game), and here Black has tried a few different things:



a1) 11...Qc7 12.0-0 Nbd7 13.f4 c4 14.Be3 Rb8 was played in an online game, and here White missed 15.e5 dxe5 16.d6 Qd8 17.Bxc4 and White would have a winning advantage.

a2) 11...Re8 and here:

a21) 12.Bf4 Qe7 (Black has also tried 12...Ng4 13.Bxg4 Bxg4 14.f3 Bc8 15.Qb3 Be5 16.Bxe5 Rxe5 17.f4 Re8 and here White should have played 18.0-0 with a decisive advantage) 13.0-0 (13.a5 Nbd7 14.Ra4 is slightly better for White but is completely unnecessary) 13...Nbd7 14.Bg3 Ne5 15.f4 Neg4 was played in an online game, and now 16.e5! dxe5 17.d6 and Black would have been busted.)

a22) 12.f3 Nbd7, and here we have another fork in the road:



a221) 13.Bf4 Ne5 14.Qd2 Bd7 (or 14...Rb8 15.0-0 Qa5 16.Rfb1 Bd7 17.Qc1 c4 18.b4 cxb3 19.Rxb3 Rec8 and Black had equalized in an online game) 15.0-

0 Nh7 16.Rab1 Nxc5 17.hxc5 c4 18.b4 b5 and Black had solved his opening problems successfully in an online game.

a222) 13.g4?! is nothing for Black to worry about, e.g., 13...Rb8 14.Bf4 Qe7 and White's position is overextended; Black will follow up with ...Ne5.

a223) 13.Be3 Rb8 14.Qd2 Ne5 15.Ra3 Bd7 16.a5 b5 17.axb6 Rxb6 18.Bxa6 Qb8 with chances to both sides in an online game.

a3) 11...Nbd7 12.0-0 (White should avoid 12.g4?! hxc4 13.Bxc4 Ne5?! 14.Be2 Bg4 15.Bf4? Bxe2! 16.Qxe2 Nh5! 17.Bd2 c4 was a disaster for White in an online game or 13...Nxc4!? 14.Qxc4 Nf6 15.Qg2 Bd7 with a good game for Black) 12...Ne5 13.f3 Qc7 14.Be3 Bd7 15.Qd2 Rfb8? (15...b5!) 16.Rfc1 (both players missed that White had 16.f4! Neg4 17.e5 dxe5 18.d6 Qa5 19.Nd5 Qxd2 20.Ne7+ Kf8 21.Bxd2 and White has a decisive advantage thanks to the vulnerable Black king, one continuation runs 21...e4 22.f5 Bxf5 23.Nxf5 gxf5 24.Rxf5 Rd8 25.Bc3 Rxd6 26.Bxc4 hxc4 27.Raf1) 16...b5 17.axb5 axb5 18.Rxa8 Rxa8 19.Nxb5 was played in an online game, and here 19...Bxb5 20.Bxb5 Qb6 would have given Black full compensation for the sacrificed pawn.

b) 8...Nbd7? is too slow, for instance, 9.h5! Ne5 10.Nf3 (here, White should have considered 10.h6 Bh8 11.f4 Neg4 12.Nh3 (or 12.Ra3!?) 12...Bd7 13.f5 Ne5 14.0-0 when Black is being crushed from a lack of breathing room) 10...Neg4 11.h6 Bh8 12.Bf4?! (White could do even better with 12.Rh4! Ne8 13.Ng5 Ngf6 14.Be3 and Black's position is utterly depressing to look at: White owns the entire board) 12...Nh5 13.Bg5 f5 14.0-0 f4 15.Re1 Bd7 16.e5!? (a thematic pawn sacrifice, but 16.Qd2!? would have been better) 16...Nxe5 17.Nxe5 Bxe5 18.Bxh5 gxh5?? (Now White crashes through; Black should have played 18...Rf5! which is possibly what Artemiev overlooked when he played 16.e5) 19.Rxe5! dxe5 20.d6 Bg4 21.Qd5+ e6 22.Qxe5 Qd7 23.Be7 Rf7 24.Ne4 Rxe7 25.Nf6+ and Black resigned, Artemiev-Bodnaruk, Chess.com INT 2021.

9.h5 exd5 10.exd5



This position is different from those we cover in the last chapter of the book by that here we have played a2–a4 for White, which we would dispense with through the chapter 13 move order.

Alternatively, White can also recapture with the c-pawn to enter set-ups like those in chapter 12:

a) 10.cxd5 Re8 11.hxg6 (White should consider 11.h6!? Bh8 12.Qc2 when I prefer White, but there is nothing particularly wrong with Black's position) 11...hxg6 (or 11...fxg6!? 12.Qc2 Nbd7 13.Nf3 as played in an online game where Black now went 13...Rb8?! but instead 13...Qe7 14.Bg5 Ne5 15.Nd2 Nf7 would have fine for Black) 12.Bg5 Qb6 (12...Nbd7!?) 13.Qc2 Nbd7 14.a5 Qc7 15.Nf3 b5 16.axb6 Qxb6 17.Nd2 when White had a comfortably better Modern Benoni position in an online game.

b) White has also tried 10.hxg6 which normally would transpose after a capture on g6 followed by one on d5, but Black has also tried 10...d4?! (I think 10...fxg6 is best, when 11.e5 dxe5 12.cxd5 leads to a sharp position with chances to both sides) 11.gxh7+ Kh8 12.Nd5 Nxe4 13.Nf3 Bg4 was played in S.Williams-R.Palliser, London 2000, and now 14.Qc2! Qe8 15.Kf1 Nc6 16.Nh4 Bxe2+ 17.Qxe2 would have given White the much better chances.

10...Re8 11.hxg6

White can also consider 11.h6!? along the game plan outlined in chapter 13 and then after 11...Bh8, continue with 12.Kf1 or 12.Bg5, in both cases with a nice position for White.

11...hxg6 12.Bg5

12.Kf1!? is worth considering.

12...Nbd7 13.Nf3

White had success with 13.Qd2 in an online game, but that is not on account of the objective merit of the move: 13...Qa5 14.Nf3 Ng4? (both 14...Qb4; and 14...b5 are fine for Black, whereas the text move only helps White with his plans by removing a defender from the kingside) 15.Kf1?! (White could have played the clever 15.Ne4! Qc7 (or 15...Qxd2+ 16.Nfxd2 Bxb2 17.Rb1 with a positional collapse for Black) 16.Qf4 Nde5 17.Nxe5 Rxe5 18.Bxg4 f5 19.Qh2 Rxe4+ 20.Be2 and White is clearly better) 15...Nge5 16.Bh6 Bh8 17.Bf4 Nxf3 thus far, we have followed the online game, now 18.gxf3 Nf6 19.Bd3 Qc7 20.Kg2 intending Rag1 and Kf1 would give White a decisive attack as Black is without counterplay and cannot get move defenders to the kingside.

13...Ne5 14.Nxe5

14.Kf1!? is once more worth a thought.

14...Rxe5 15.f4 Re3

Black should have played 15...Re8! 16.Kf1 Qa5! when Black has a much better position.

16.Qd2 Qe8 17.Kf2 Ne4+ 18.Nxe4 Rxe4 19.Bf3 Bd4+??



Black entirely misses White's tactical response. The positional sacrifice 19...Bf5! 20.Bxe4 Qxe4 is completely okay for Black.

20.Kg3

The immediate 20.Qxd4!! is also possible.

20...Re3 21.Qxd4!!

White does not miss it the second time around!

21...cxd4 22.Bf6! Bh3 23.Rxh3 and here, Black resigned in the online game; mate can be delayed but not avoided.

