Non-promoted piece:

Each turn, it can either:

* Move 1 tile
  + Forward, left, right
* Jump an adjacent piece
  + Lands at (adjacent + 1)
  + Forward, left, right
  + Look for another jump

Promoted piece:

Each turn, it can either:

* Move N tiles
  + Forward, backward, left, right
* Jump a piece N tiles away
  + Lands anywhere in that direction
  + Forward, backward, left, right
  + Look for another jump

For each valid direction:

Not promoted: Look 1 piece ahead

Promoted: Look N pieces ahead

If empty, move there

If jump is possible

Add to move tree

Repeat process, recursive

If didn’t jump a piece

Add to move tree

Stop looking completely

If first enemy and next is empty

Jump is possible

Flag jumpable piece

If not enemy

Stop looking