



# Killer Tromp

## with GM Simon Williams

The Killer Trompowsky starts after the moves 1 d5 Nf6  
2 Bg5!? White exits main  
line theory and aims to double Black's pawns with Bxf6.  
This is a perfect opening  
for players who want to play something fun, aggressive  
yet not main line.

This course was designed by expert theoretician and  
International Master,  
Richard Palliser and Grandmaster Simon Williams.  
Richard follows in the tradition of other legends of  
English chess such as Luke  
McShane, Mickey Adams and of course Julian Hodgson.

The Killer Tromp is a repertoire that Richard has  
personally perfected over the  
course of his life. A repertoire that will take Black out of  
main line theory from an  
early stage. The Trompowsky is also a great way to  
avoid learning what to play  
against such openings as the Kings Indian Defence,  
Benoni, Benko Gambit,  
Nimzo-Indian, Queens Indian and Grunfeld.  
With 2 Bg5 White dictates the way that the game  
develops and frustrates Black  
on move 2, winning the early mental warfare battle.

The Tromp was also Magnus  
Carlsen's opening choice in the first round of the 2016  
World Championships,  
showing it is an opening to be treated very seriously!

# contents

Killer Tromp

## 01

### INTRODUCTION

An introduction to the course. Why should you play the Tromp? What is good about the opening and what might be bad? Why could the Tromp be the opening for you.

## 02

### 2 MODEL GAME HODGSON VS QUINN 1 D4 NF6 2 BG5 NE4 3 H4

Learn the Raptor! The Raptor starts with the move 3 h4 and was often favoured by Tromp legend Julian Hodgson. In this video you will see some insight into this idea with the help of a game from Julian.

## 03

### 3 MODEL GAME K.PIORUN VS P.GASIMOV 1 D4 NF6 2 BG5 NE4 3 H4

Another great game in the Raptor! What happens if Black tries to grab a pawn on b2? Well he gets crushed of course! This looks at the line 1 d4 Nf6 2 Bg5 Ne4 3 h4 c5 4 d5 Qb6 5 Nd2. White gets loads of compensation for the pawn.

## 04

### 4 MODEL GAME M.ILLINGWORTH VS V.ANTONIO 1 D4 NF6 2 BG5 NE4 3 H4

White can sometimes even sacrifice two pawns! This is what Max does here to great affect.



# contents

Killer Tromp

## 05

**5 MODEL GAME  
I.MILADINOVIC VS  
M.HENNIGAN 1 D4 NF6  
2 BG5 NE4 3 H4**

A more solid approach from Black. Black goes for 3...d5 trying to keep the position as solid as he can. Not a bad move, but it still comes with risks!

## 06

**6 MODEL GAME  
R.PALLISER VS M.GANTER  
1 D4 NF6 2 BG5 NE4 3 H4**

What is Black just plays ...h6 to kick the Bishop? Well this video will tell you! With the help of expert Richard Palliser.

## 07

**7 THEORY 1 D4 NF6 2 BG5  
NE4 3 H4 C5 SHARP AND  
FUN**

Taking a look at all the theory that you need to know in order to play this sharp line with confidence.

## 08

**8 THEORY 1 D4 NF6 2 BG5 NE4  
3 H4 D5 SOLID AND RELIABLE**

The theory of this solid attempt from Black.

# contents

Killer Tromp

## 09

### **9 THEORY 1 D4 NF6 2 BG5 NE4 3 H4 OTHER MOVES FOR BLACK**

What else can Black play? This takes a theoretical look at Black's other options.

## 10

### **10 INTRODUCTION TO THE VAGANIAN GAMBIT**

How should White to react to this popular idea of Black's? That is 1 d4 Nf6 2 Bg5 c5 3 d5 Qb6 and Black grabs the pawn on b2. The best is to play e4, f4 and f5! f5 before playing Nf3 so that White can also continue with g4 at some point.

## 11

### **11 MODEL GAME VAGANIAN VS KUPREICHK - VAGANIAN GAMBIT**

One of the first games in this gambit, quite brilliant play from White.

## 12

### **12 MODEL GAME SHIMANOV VS BARTEL - VAGANIAN GAMBIT**

Another game, showing the dangers that Black faces in this sharp gambit.

# contents

Killer Tromp

## 13

**13 MODEL GAME QUANG LIEM  
VS NAKAMURA A STANDARD  
SET UP FOR BLACK**

Black can also play ...d6 instead of ...Qb6 going into a Benoni set up. This should be better for White as Quang Liem shows in this game.

## 14

**14 THEORY 1 D4 NF6 2 BG5 C5  
3 D5 QB6**

The theory that you need to know in this sharp gambit.

## 15

**15 THEORY 2...C5 3 D5 D6 ET  
AL**

Remind yourself of the moves White should be playing against Black's inferior Benoni set up.

## 16

**16 MODEL GAME VAGANIAN VS  
BOTTERILL**

Vagianian really was a legend with the Tromp and he shows here the power of Ne2-f4 and h4. Finishing the game with a sparkling attack!

# contents

Killer Tromp

## 17

### 17 MODEL GAME NAHAMURA VS MVL

Another game that should have resulted in a very quick win for White, and this time against MVL! Just remember Harry is your friend...

## 18

### 18 THEORY 1 D4 NF6 2 BG5 G6

You have seen the main ideas already in the model games part, now its time to learn everything else.

## 19

### 19 THEORY RARE SECOND MOVES

Black can also play some non-threatening moves like 2...c6. No need to worry yourself, just play normal and win.

## 20

### 20 PART FOUR 2...D5 3 BXF6

A very solid variation for Black. Does that mean we cannot have any fun? No! We can still attack.

To keep things consistent we are recommending to capture on f6 and then play as actively as possible.

# contents

Killer Tromp

## 21

### **21 MODEL GAME MAMEDYROV VS KRAMNIK**

A heavyweight encounter with Mamedyrov showing us the right way to play. That is with the aggressive kingside attacking plan of Bd3, Nd2, Qf3 and the g4! h4!

## 22

### **22 MODEL GAME MAMEDYROV VS DING**

Mamedyrov does it again. In this game Ding plays the interesting idea of going ...c5 early.

## 23

### **23 MODEL GAME DUDA VS WOJTASZEK**

And what about the more 3...gxf6!? Duda shows us that 4 c4! Is a good option.

## 24

### **24 THEORY 1 D4 NF6 2 BG5 D5 3 BXF6 EXF6**

All the theory that you need to know in this common line.



# contents

Killer Tromp

## 25

**25 THEORY 1 D4 NF6 2 BG5  
D5 3 BXF6 GXF6**

A deeper look at Duda's idea.

## 26

**26 PART 5 MODEL GAME  
MOISEENKO VS SOROKOBJAGIN**

2...e6 is an interesting flexible move, but White can gain a great deal of space with 3 e4. In this game Black goes wrong very quickly with 3...Be7? We look at this is punished and what Black should play instead.

## 27

**27 MODEL GAME AKOPIAN  
VS ILIUSHKIN**

Black plays the correct 3...h6 move and then follows up with ...d6. This video shows you why Qd2 with the idea of 0-0-0 and f4 is correct.

## 28

**28 MODEL GAME PALLISER VS  
VON VOORTHUIJSEN**

Our own author punishes Black's idea of ... Bb4.



# contents

Killer Tromp

## 29

**29 THEORY 1 D4 NF6 2 BG5  
E6 3 E4 C5**

The theory of 3...c5. Certainly a move that you should look forward to seeing.

## 30

**30 THEORY 1 D4 NF6 2 BG5 E6 3  
E4 H6**

A deep look at the best move 3...h6.

## 31

**31 THEORY 1 D4 NF6 2 BG5  
E6 3 E4 H6 4 BXF6 QXF6 5  
NC3 BB4**

The ...Bb4 variation used to be considered to be the best idea that Black has, but things are not so clear now.

## 32

**CONCLUSION**

## 33

**BONUS FEATURE WITH JULIAN  
HODGSON**