

Fetlar Rules for Hnefatafl (on 11x11 board)

--The Game--

There are two sides: The attackers (in dark colour) and the defenders (in light color).

There are two types of piece: The king and the warriors.

The aim of the attackers is to capture the king.

The aim of the defenders is to help get the king to a refuge square at the corner of the board.

--Moves--

Moves are the same for all pieces.

A piece may move horizontally or vertically but not diagonally.

A piece may move one or more squares or until it is stopped by the presence of another piece or the edge of the board.

Only the king is allowed on the five refuge squares. These are the central square and the four corner squares. Pieces can cross the central square as long as they stop elsewhere.

--Starting--

The attackers have the first move.

--Capture--

Taking is by sandwiching an opponent piece between two of your own pieces (called squashing). The squashing is either horizontal or vertical; pieces cannot be squashed diagonally.

A piece can move between two opposing pieces into a sandwiched position and not be taken. The opponent must move one piece away and back again to take the piece.

It is possible to move a piece so that it causes more than one opposing piece to be squashed. In this case, more than one opposing piece has been taken.

Huffing is not allowed. A piece may be where one move would capture it, but the player on move need not take it.

Taking is also possible by squashing an opposing piece between one of your pieces and a refuge square.

Taking the king is done by surrounding him - that is, squashing him in both directions. The king must be forced away from the edge of the board in order to do this. It is permitted to squash the king while he is on the central refuge square.

--Draws--

If a position is reached on three separate occasions with the same player to move, then the game can be adjudicated a draw.