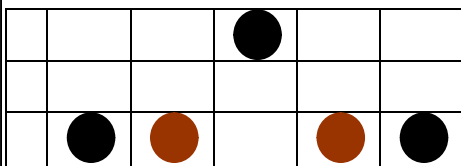


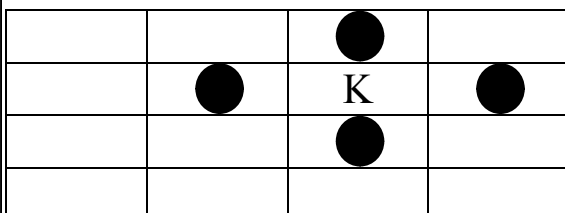
It is also possible to sandwich more than one opponent at once by moving into an empty square as shown in the next diagram:



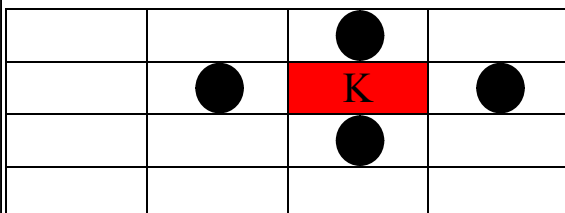
*The brown pieces in this example are now squashed.*

### **Taking The King:**

The King can only be taken by surrounding him in all four directions as shown below:



This also applies if the king is completely surrounded by his opponents on the central refuge square:



If the King is at the edge of the board he must be manoeuvred to a position where he can be surrounded.

If the king and one of his warriors is encircled by his opponents, victory cannot be given until the warrior is separated from the King or taken.

### **Honours Even:**

There are occasions where the game can be drawn. These are:

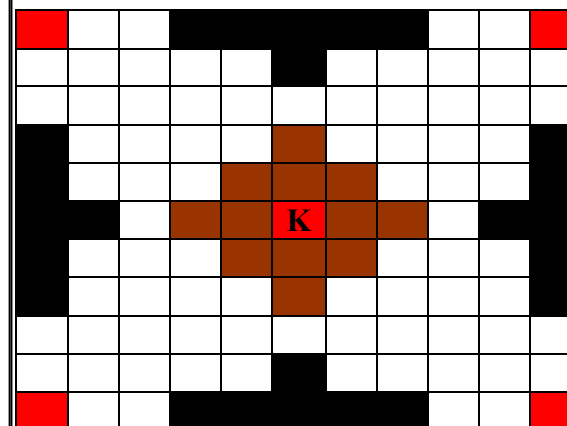
1. When it is turn of either side to make a move and they are unable to move a piece.
2. If the King is at the side of the board and the attacking player cannot move him into a position where he can be taken.
3. If the King cannot reach a refuge square and the attacker cannot reach the King.
4. If the same position of all pieces arises three times, with the same side to move.

### **Tactical Play:**

A player is not obliged to make any particular move during the course of a game. A warrior or a King may be in a position where it can be captured but it is up to the opposing player to make that move.

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## **HNEFATAFL: THE VIKING GAME**



**HOW TO PLAY THE GAME**  
**RULES FOR THE 2013**  
**WORLD CHAMPIONSHIP,**  
**FETLAR**

# HNEFATAFL: THE VIKING GAME

## THE DEFINITIVE RULES FROM THE FETLAR HNEFATAFL PANEL

### Setting up the Game:

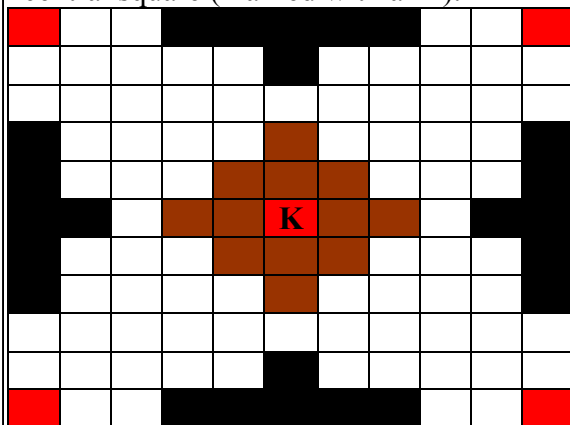
The game takes place on an 11x11 board. There are: 24 dark coloured attacking warriors; & 13 defending warriors (including a King).

The board is set up in this formation, with the attackers on the black squares.

The defenders are on the brown squares.

The red squares are refuge squares. Only the king can occupy these squares.

At the start of play the King starts on the central square (marked with a K).



### Aims of the Game:

The aim of the attacking side is to capture the defending king by completely surrounding him, horizontally & vertically. The aim of the defending side is to get the King to any of the corner refuge squares.

If neither player can move on their turn then the game is declared a draw.

### Rules of Combat:

#### Moves:

All pieces can move horizontally or vertically. No piece can move diagonally. This applies to the King also.

#### Warriors:

All warriors can move one or more squares until stopped by the presence of any piece or the edge of the board.

Warriors may cross the central refuge square but only if the square on the opposite side is clear.

Warriors may not use the corner refuge squares.

#### King:

The King is allowed to return to the central refuge square during play.

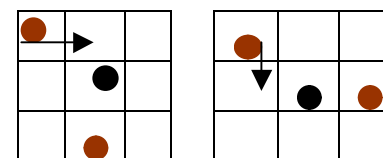
The King must reach one of the four corner refuge squares in order to win.

#### Starting Moves:

The attacker makes the first move.

### Taking Pieces:

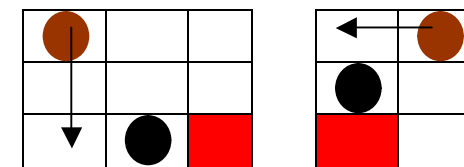
A piece can be taken when it is blocked on two opposite sides by an opposing piece in a sandwich. This can be either vertically or horizontally as shown below:



*The black attacking piece in each example is now taken.*

### Squashing Pieces:

Squashing is possible by blocking an opposing piece next to any refuge square. This move is shown below:



*The attacking black pieces in both examples are now squashed.*

This rule does not apply to defending warriors against the central refuge square when the king is occupying that square.