## HNEFATAFL

King's Table - Fist table (attacking game)

#### AKA:

tafl, brandubh, tawlbwrdd, alea evangelii, tablut, gwyddbwyll and ficheall

Grecian: Pettier

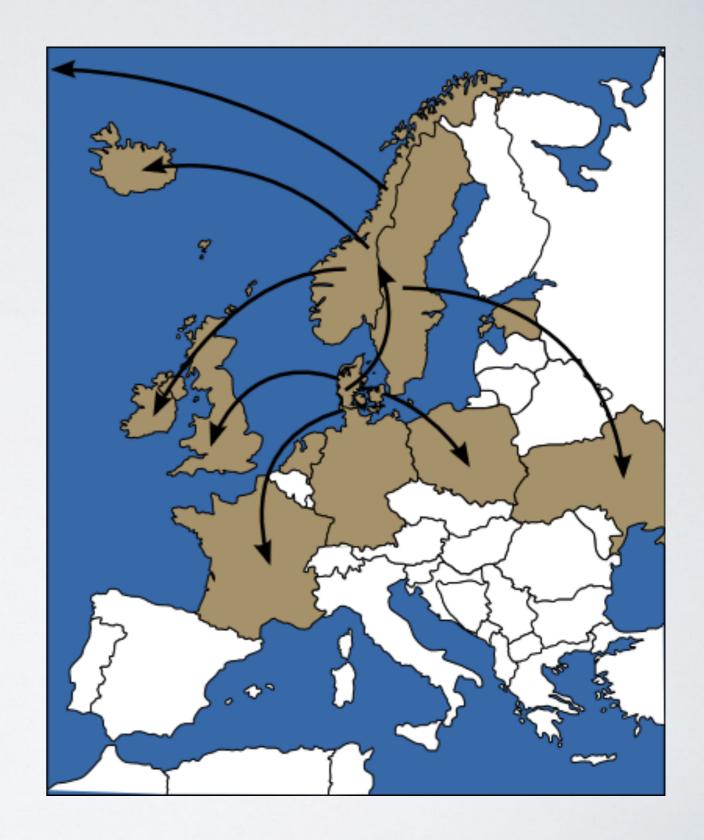


Roman: Ludus Latrunculorum



Scandinavian: Tafl (Hnefatafl)

Chess (Skáktafl)



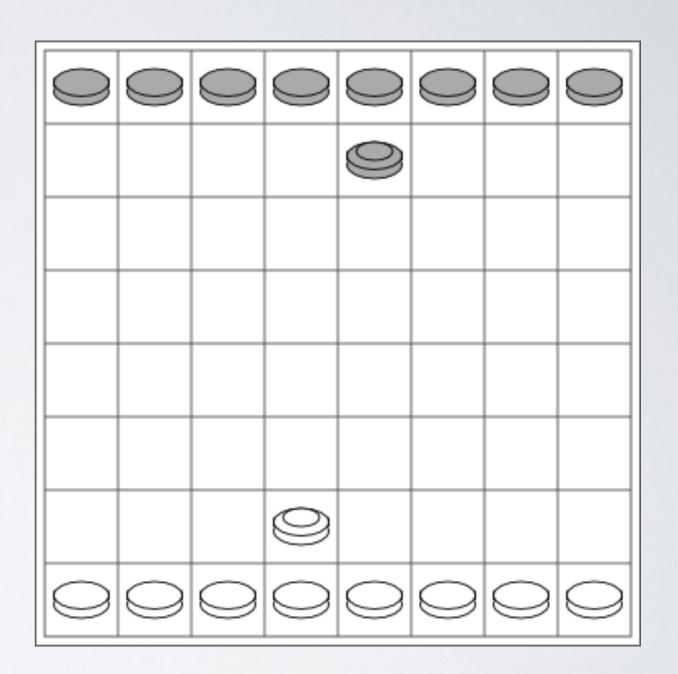
## Ludus Latrunculorum

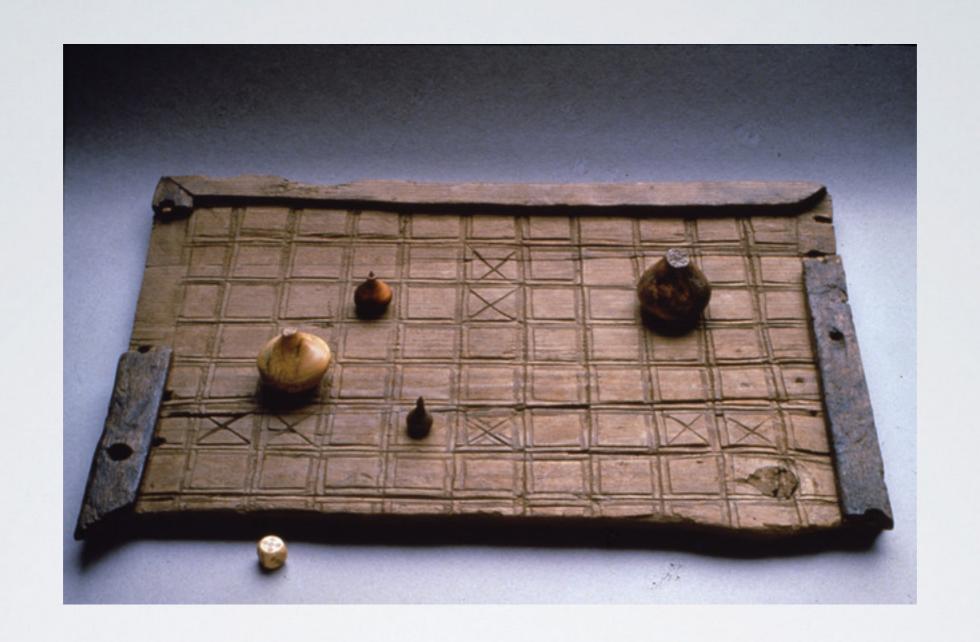
Black begins the game, alternating turns with white.

Rook movement

Capture by custodianship

Win when opponent only has king remaining





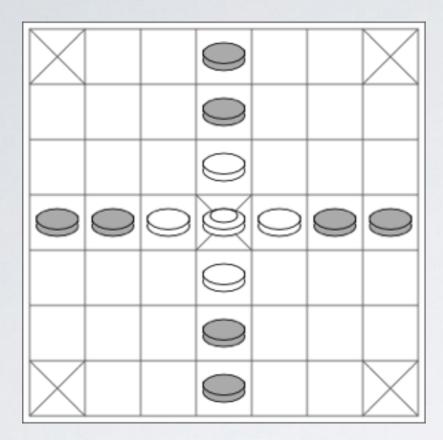
# 7TH - 11TH? CENTURIES NEWFOUNDLAND TO THE UKRAINE NORWAY TO CONSTANTINOPLE 9X9 - 19X19

Linnaeus: Lapland Tablut Rules

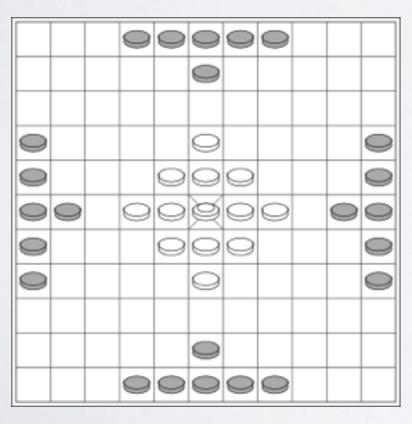
Translated from latin in 1811

0	n	m			SE S	М	N	О
1	k	i	h		Н	I	K	L
g	f	e	d		D	Е	F	G
	c	Ъ	a		A	В	С	
			97		2		X	
	c	6	a		A	$\mathscr{B}$	6	WE
g	f	e	d	3	Ŋ	8	S.	$\mathcal{G}$
1	k	i	h		36	.9	K	L
0	n	m	TO S	33	R	16	N	0

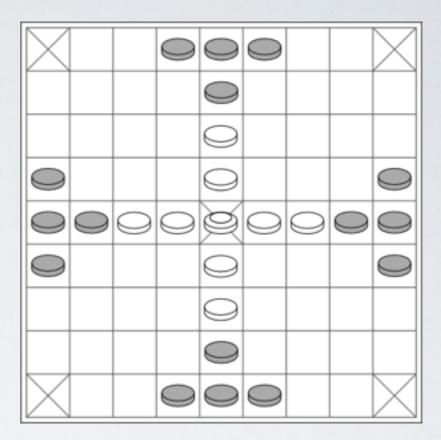
Brandub



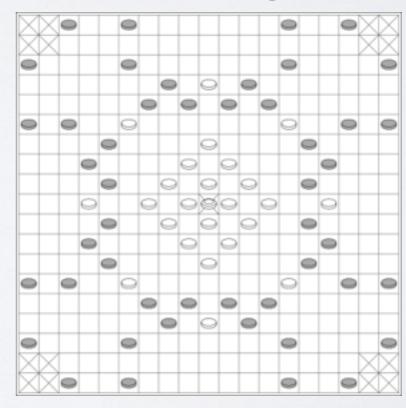
Tawlbwrdd



Tablut



Alea Evangelii

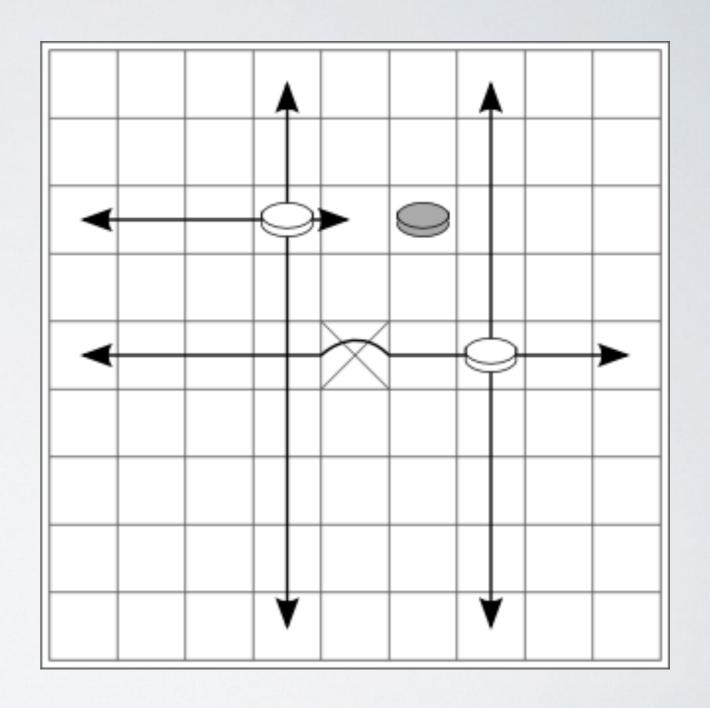


## MOVEMENT

Horizontally and Vertically (think rook)

Restricted squares

King's throne

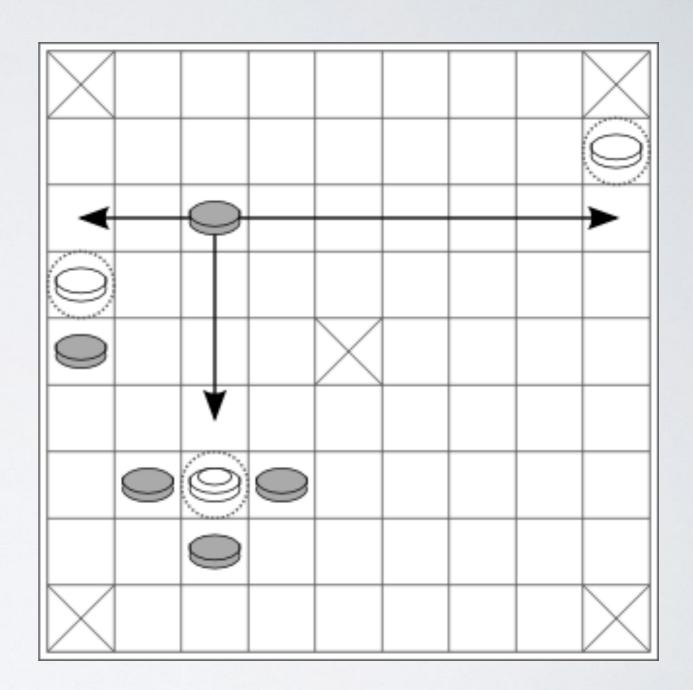


## CAPTURE

Custodianship: captured by surrounding on two opposite sides

Restricted squares may act as aggressors

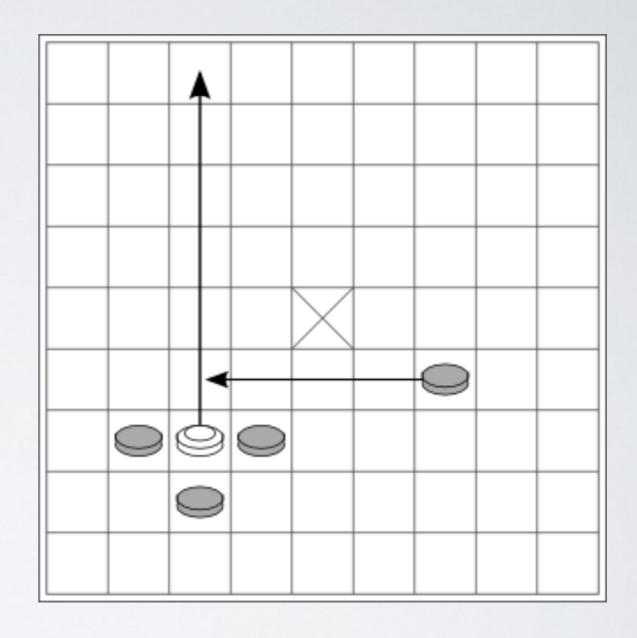
King: Enclosure, all four sides



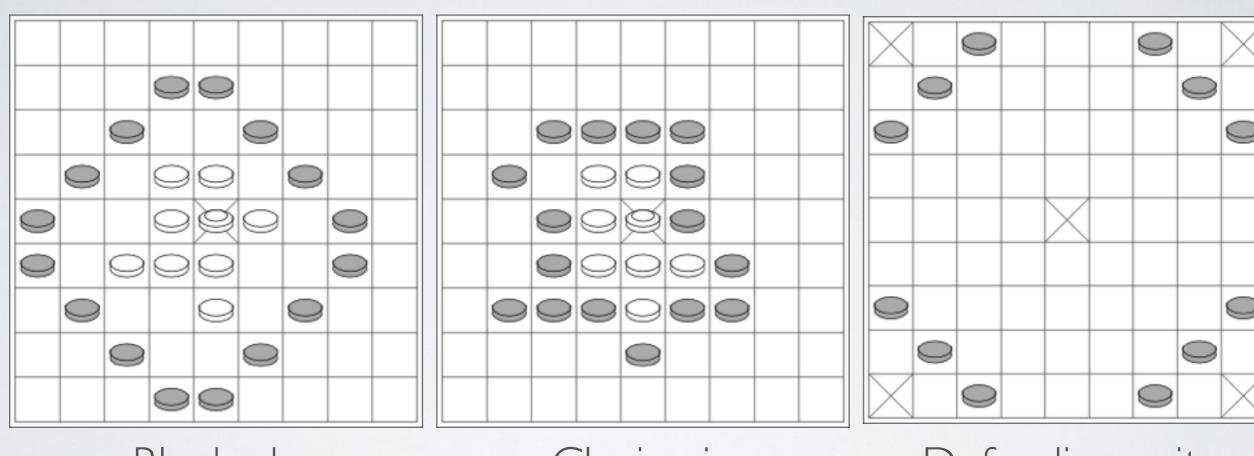
## VICTORY

Black: Capture the king

White:
King escapes to the side
(corners)



#### **ATTACKERS**

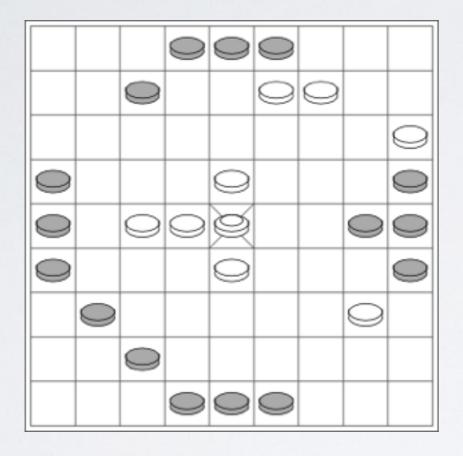


Blockade

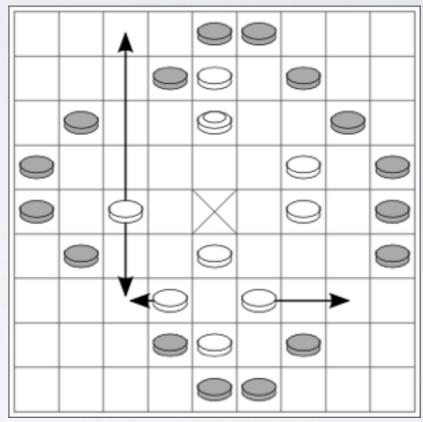
Closing in

Defending exits

#### DEFENDERS

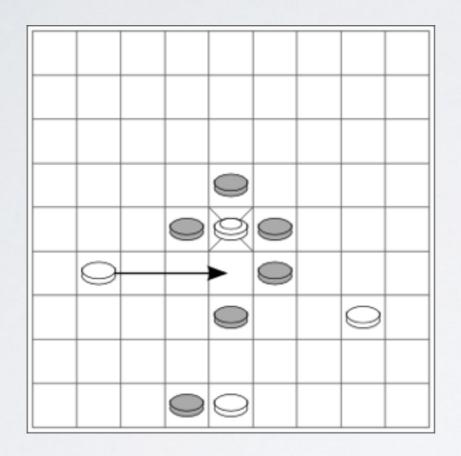


Area control

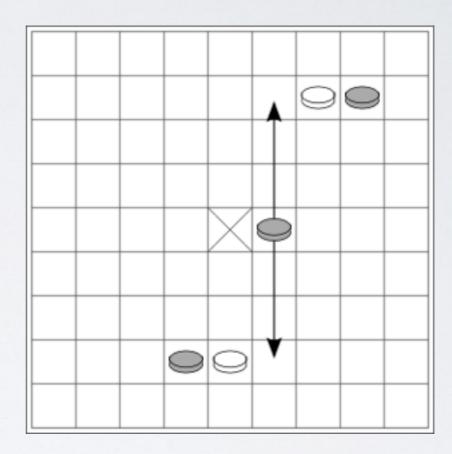


Maintain Gaps

## TACTICS

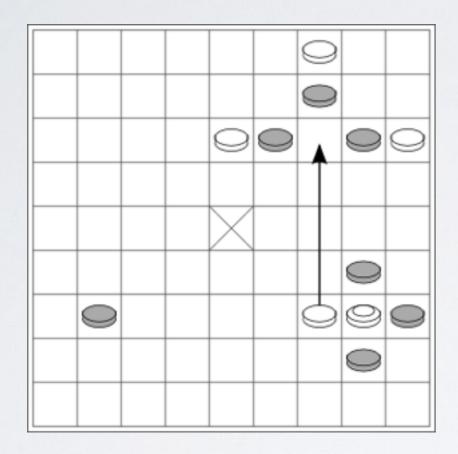


Forced move

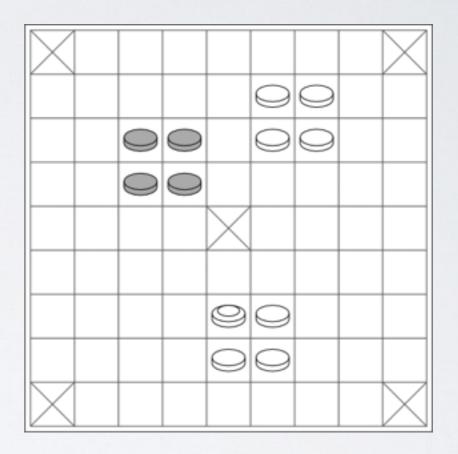


Forks

### TACTICS



Pinned Pieces



Tower