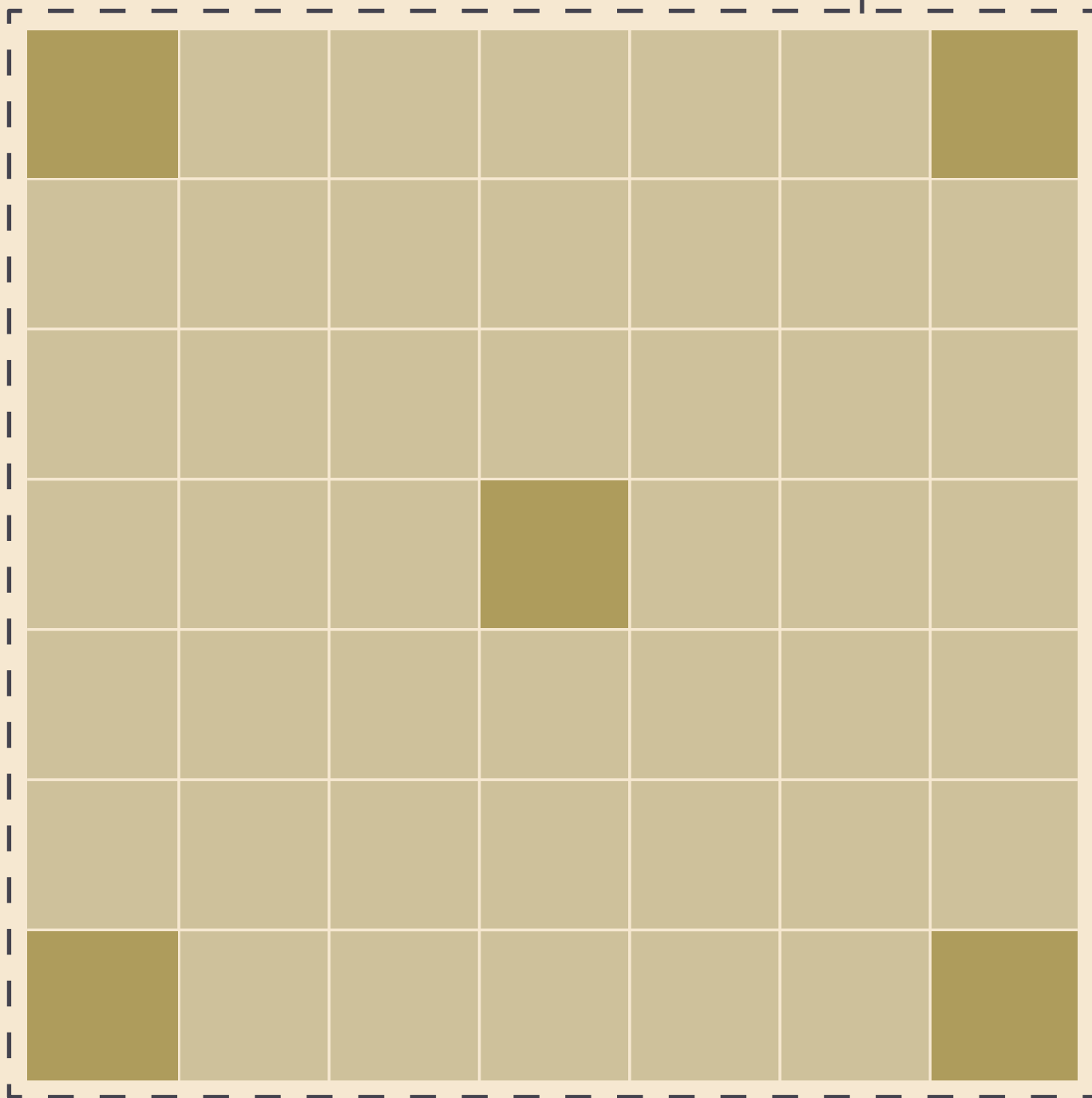


Hnefatafl Template

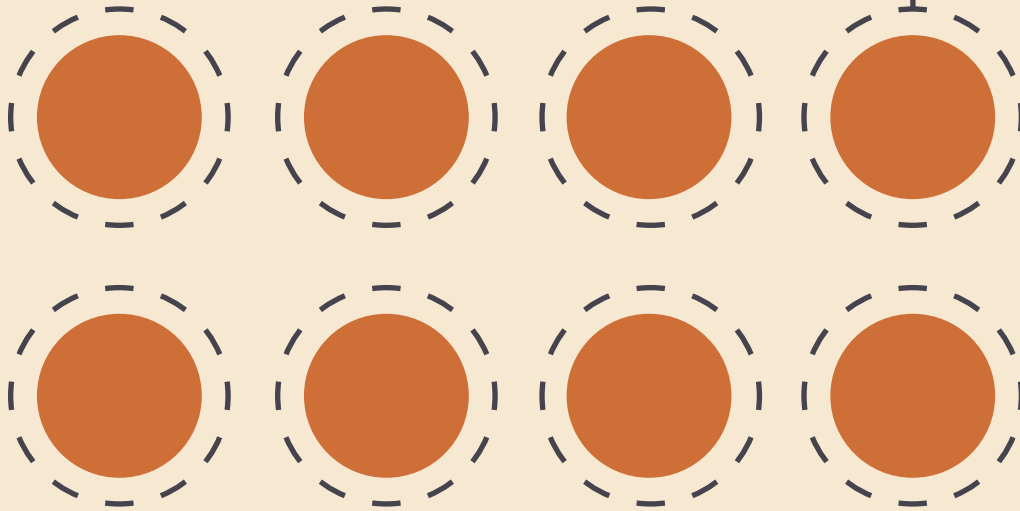
Here is a board to play **Hnefatafl**, and some **counters**. You can **cut this board to play**, or, you can **make your own** by **drawing** out the board on a piece of paper or card.



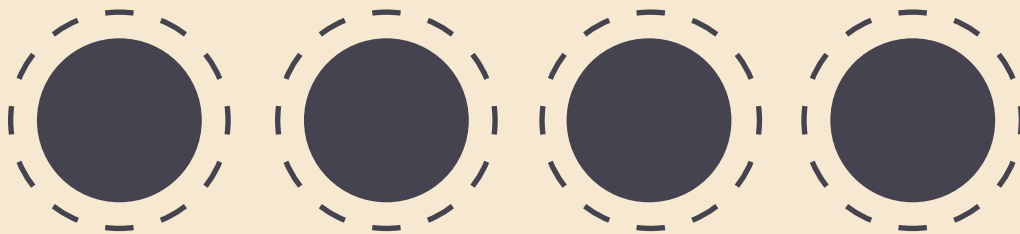
You can **cut out and use these counters.**
Attackers get 8 counters, **Defenders** get
4 counters and the **King** gets 1 counter.



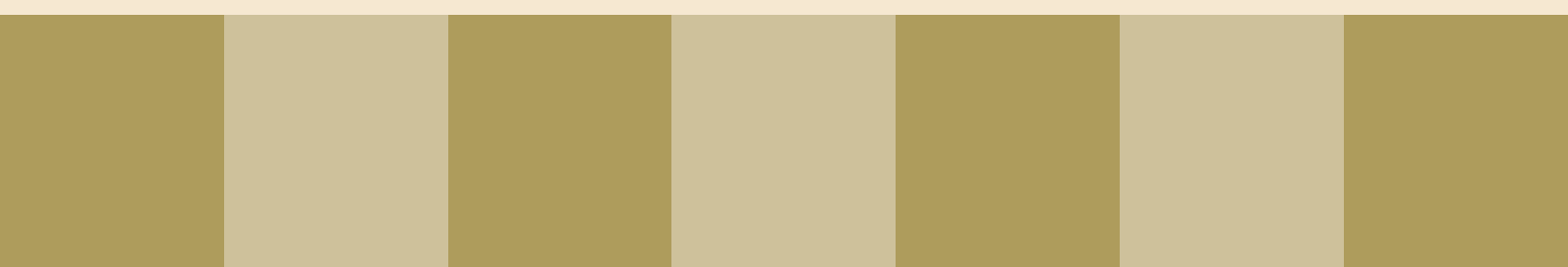
Attackers x 8



Defenders x 4



King x 1

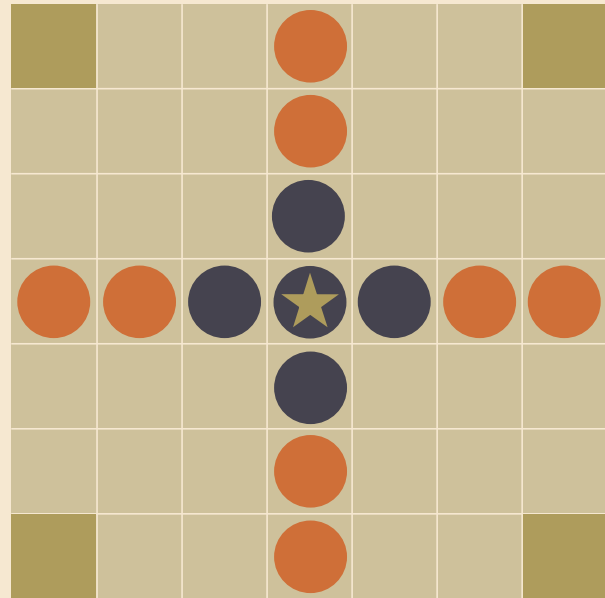


Starting a game

Begin by setting up the board with the **King** in the **centre square** with the **four Defenders** around it. Arrange the **eight Attackers** in lines to make a **cross shape** as shown in the **diagram**.

The **Defenders** will **win** if they get the **King** to escape the **Attackers** by moving off the **battlefield** to a **corner square**.

The **Attackers** will **win** if they **capture** the **King**!



Movement

The **Attackers** have the **first move**.

All pieces can move **up or down** and **across** the board as far as they wish, but they **cannot move diagonally**.

You **cannot move over** or **through** an opponent's piece.

Only the **King** can move into a **corner square**.

Both sides can **move over the central square** but **cannot stop in it**.

Once the **King** leaves the **centre square** they **cannot return there**.

Did you know?

This version of **Hnefatafl** is a **7X7 board** and is **based on** the **wooden board game** found at **Ballinderry Crannóg**. **Hnefatafl** can be played on **bigger boards** of **11X11** with **more pieces**.



Capturing Pieces

To capture an enemy piece you must **'flank'** or **surround them** by having **two of your pieces** on **opposite sides** of it.

The **centre (if empty)** and **corner squares** can also be used as an **extra Attacker** or **Defender** if you **'pin'** your enemies' piece between **one of your pieces** and **one of these squares**.

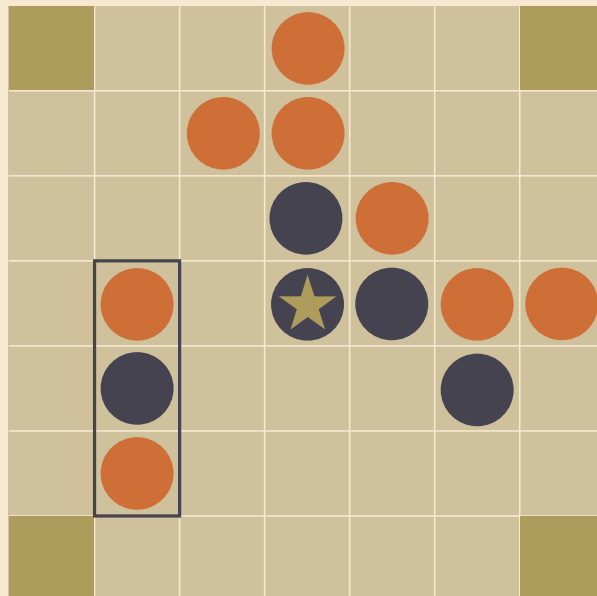
The **King** is **captured** in the same way as other pieces **unless** they are **next to, or in, the centre square**. If they are **in the centre square** they must be **flanked** on all **four sides**. If they are **next to the centre square** they must be **flanked** on **three sides** using the **centre square** as an **extra Attacker**.



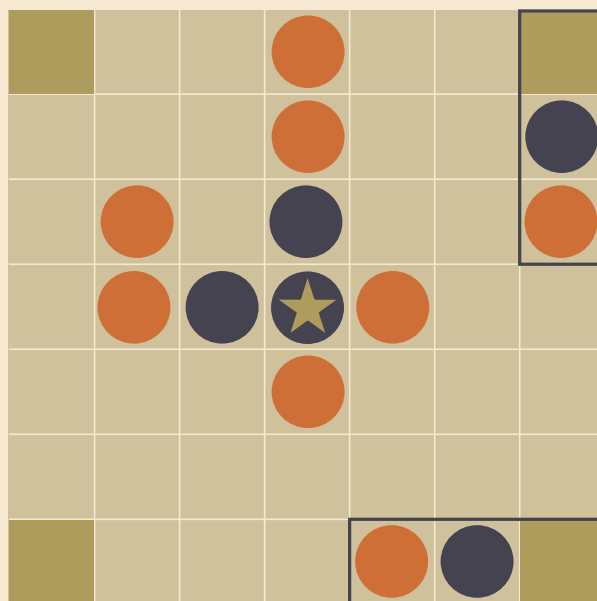
Find out more

To find out more about **Hnefatafl** and other **board games and pastimes in the past**, make sure you check out our **'Pastimes; A trail of ancient board games and hobbies'**. Download from www.museum.ie

'Flank'



'Pin'



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