

# Tafel

## Viking Chess

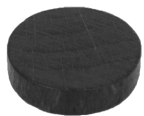
### Overview

The Viking warriors have raided a lightly defended castle. One player assumes the role of the invading vikings, while the other takes control of the defenders.

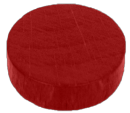
### Objective

The Viking player must capture and kill the defending king, while the defender's must have his king escape with his life.

### Components



24 Viking tokens



12 Defender tokens

1 King token

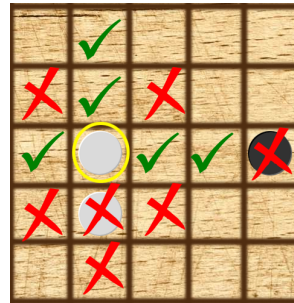


### Setup

Place each of the defender tokens on the center squares marked with ♁. Place the king in the empty center square. Place each of the Vikings surrounding the defenders on the squares marked with ♁.

Randomly determine who takes which side. Beginning with the Vikings (black), each player alternates moving a single token.

### Movement



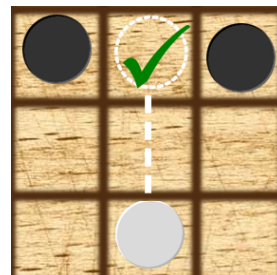
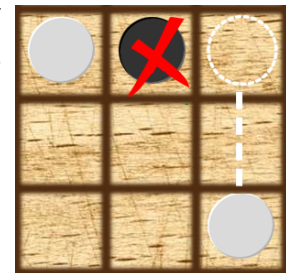
A token can move in a straight line any number of squares. A token can never move diagonally, and cannot move through any

other tokens, nor share a space with another token (friendly or enemy).

The four corner squares marked with ♁ are impassable to any token except the king. The center space can be moved through, but only the king can end his movement on that space.

### Capturing

A token is captured when an enemy moves to surround it on 2 opposite sides. When a token is captured, it is removed from the board and returned to the box.



A piece is not captured if it moves into a surrounded position.

## Winning

The Viking player's objective is to capture the defending king. Unlike normal tokens, the king must be surrounded on all 4 cardinal points to be captured.

The defending player must get their king to one of the 4 corner spaces, marked with ♀

If a player cannot make a legal move, that player loses.

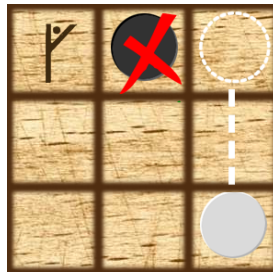
## Extra Rules

### Repetition

A token cannot move to the space that it occupied the previous turn.

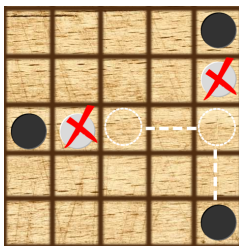
### Corner Spaces

For capturing the purposes, Corner spaces count as enemy tokens for both sides.



## Optional Variants

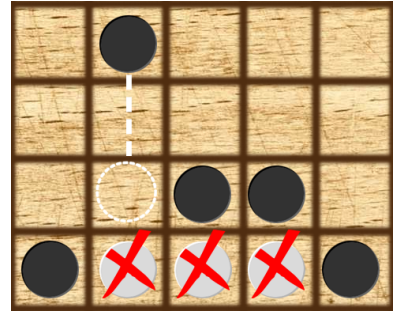
### Berserker



After a token captures an enemy, that token may make an additional move. There is no limit to the number of times a token can move in a turn.

## Shield Wall

If multiple tokens are would be completely surrounded by enemy tokens and/or board edges and cannot move, all surrounded tokens are captured.



## Skilled Play

Instead of determining sides randomly, players bid on the number of turns it will take to achieve a win as the defender. Bidding begins at 30 turns and decreases until a player passes. Note the final bid.

Play begins with the defender instead of the vikings. Use the teardrop token and the numbers on the side of the board to keep track of how many turns the defender has taken. If the defender does not win by the turn he or she bid, the game is over and the attackers win.

*Special thanks to all the historians who have compiled what we know of this game into the resources below:*

[http://en.wikipedia.org/wiki/Tafl\\_games](http://en.wikipedia.org/wiki/Tafl_games)  
<http://hem.bredband.net/b512479>  
<http://aagenielsen.dk/overview.html>  
<http://gamecabinet.com/history/Hnef.html>

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