

Rules of Copenhagen Hnefatafl 11x11

EDOARDO DE ANGELIS

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Introduction

Copenhagen rules were introduced in order to improve the Hnefatafl game which was based on the Fetlar rules. The Copenhagen adds three new rules, if you're aware of the Fetlar rules you can check the added conditions at **subsection 3.1**, **subsection 5.1** and **subsection 7.1**. If you're approaching the game for the first time, it's strongly recommended to read all the rules listed below.

1 Objective and set-up

The dark pieces (attackers) lay seige, their goal, to capture the king. The light pieces (defenders) must break the seige and get their king to safety. Two players, the king's side vs attackers. There are twice as many attackers as defenders.

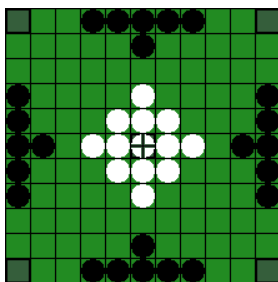


Figure 1: Initial set-up

2 Moving

The attackers' side moves first, the players then take turns. All pieces move any number of vacant squares along a row or a column, like a rook in chess.

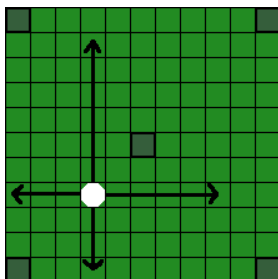


Figure 2: Moving a piece

3 Capture

All pieces except the king are captured if sandwiched between two enemy pieces, or between an enemy piece and a restricted square. The two enemy pieces should be on the square above and below or on the squares left and right of the attacked piece, i.e. not diagonally. A piece is only captured if the trap is closed by the

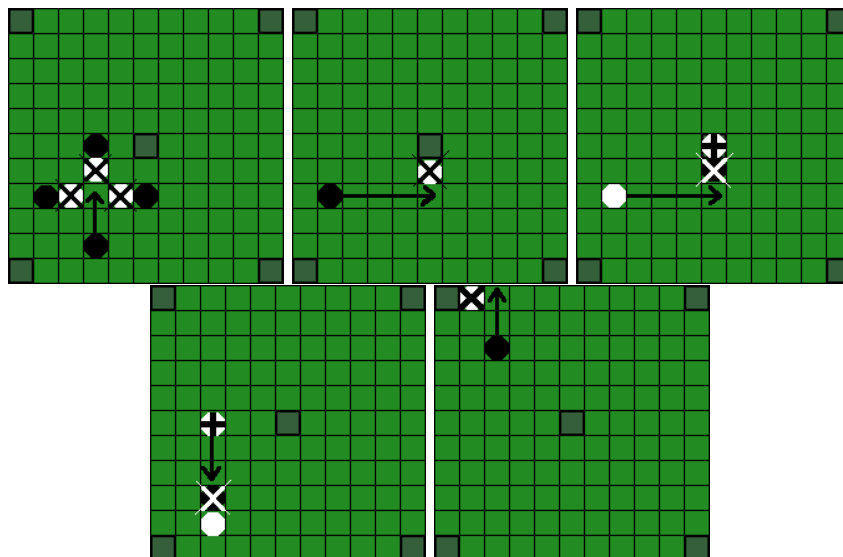


Figure 3: Capturing a piece

aggressor's move, it is therefore permitted to move in between two enemy pieces. The king may take part in captures.

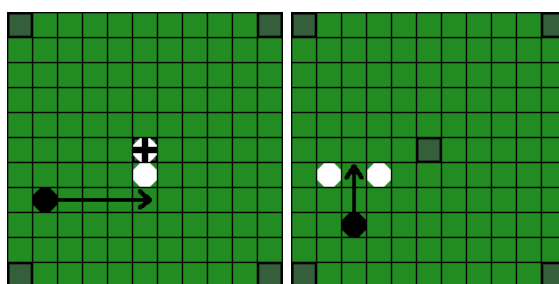


Figure 4: The piece is **not** captured

3.1 Shieldwalls

The shieldwall rule for capturing a row of pieces on the **edge of the board**: A row of two or more pieces along the board edge may be captured together, by bracketing the whole group at both ends, as long as every member of the row has an enemy piece directly in front of him. A corner square may stand in for one of the bracketing pieces at one end of the row. It is important to understand that pieces will be captured **only if the move used to capture them is a flanking move**. The king may take part in the capture, either as part of the shieldwall or as a bracketing piece. If the king plus one or more defenders are attacked with a shieldwall, the attack will capture the defenders but **not the king**.

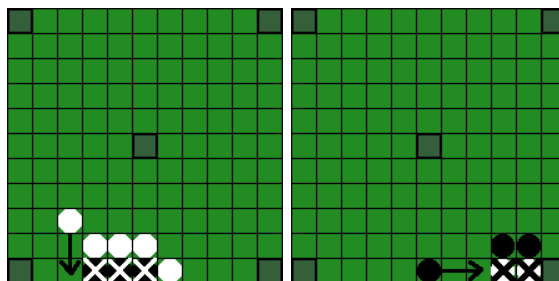


Figure 5: Shieldwall captures

See also Doctor Crustus explains shieldwalls (Tim Millar).

4 Restricted squares

Restricted squares may only be occupied by the king. The central restricted square is called the throne. It is allowed for the king to re-enter the throne, and all pieces may pass through the throne when it is empty.

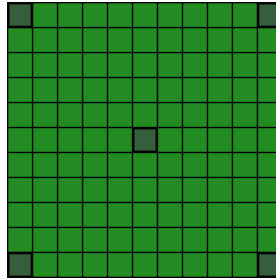


Figure 6: Five restricted squares

Restricted squares are hostile, which means they can replace one of the two pieces taking part in a capture. The throne is always hostile to the attackers, but only hostile to the defenders when it is empty. The four corner squares are also restricted and hostile, just like the throne. The board edge is NOT hostile.

5 King's side win

If the king reaches any corner square, the king has escaped and his side wins.

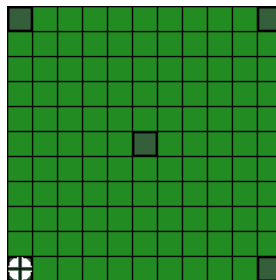


Figure 7: King's side win

5.1 Exit forts

The defenders also win if the king has contact with the board edge, is able to move, and it is impossible for the attackers to break the fort.

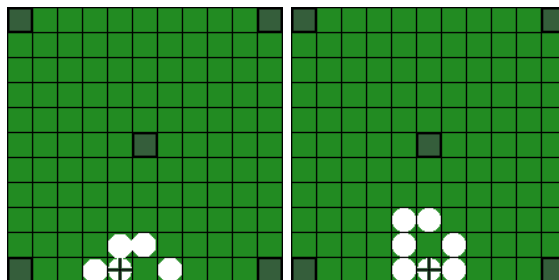


Figure 8: Exit forts

6 Attackers win

The attackers win if they can capture the king who's captured when the attackers surround him on all four cardinal points, except when he is next to the throne. If the king is on a square next to the throne, the attackers must occupy the three remaining squares around him.

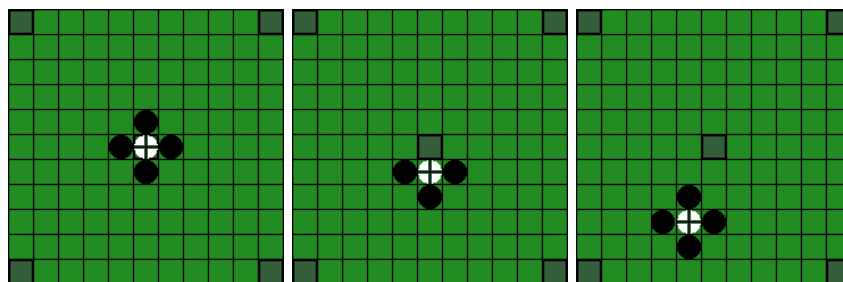


Figure 9: Capture of the king

The king cannot be captured on the board edge.

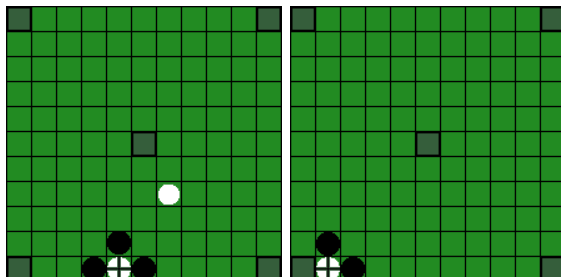


Figure 10: King **not** captured

6.1 Encirclement

If the attackers surround the king and ALL remaining defenders with an **unbroken ring**, then they win, as they have prevented the king from escaping.

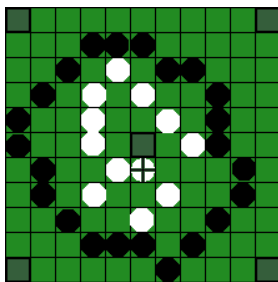


Figure 11: Example of encirclement

7 Losing and drawing

If a player cannot move, he loses the game. If it is not possible to end the game, fx. because both sides have too few pieces left, it is a draw.

7.1 Perpetual repetitions

Perpetual repetitions are forbidden. Any perpetual repetition results in a loss for white.