

HEXENTAFL

A Hexagonal version of Hnefatafl by Kevin R. Kane

INTRODUCTION

heXentafl is based on the ancient Viking game Hnefatafl, that is one of numerous games in the greater Tafl family of board games, hearkening back to the time of the Vikings.

heXentafl is a game of uneven sides where you have a king plus a 2:1 ratio of invaders to defenders. One side (white) plays the attackers, and one side (black) plays the defenders.

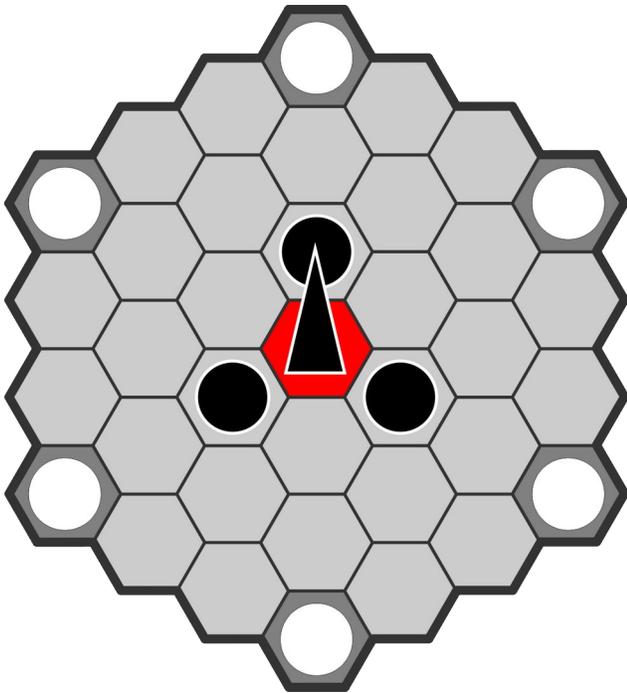
heXentafl can be played on a 4x4 or 5x5 hex grid. We will describe the 4x4 version first.

MATERIAL

- Hexagonal board with 5 hexes per side, with an inner board of 4 hexes per side.
- 6 black discs
- 12 white discs
- 1 black cone (the King)

HOW TO PLAY

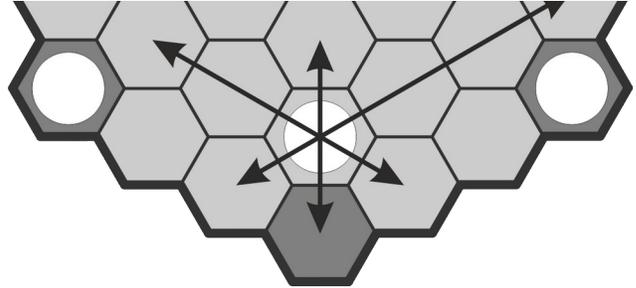
The King sits on the central space, the throne, surrounded by three defenders. Six attackers sit on the outer corners of the grid.



The attackers must capture the King in order to win. The defenders must escort the King to any of the six corners of the board in order to win. The **defenders usually move first**, but either works.

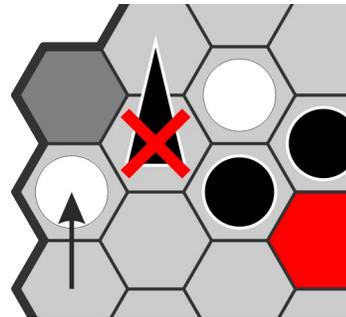
It is recommended that players play in sets of two games, alternating who is the attacker and who is the defender.

All pieces except the King move in a straight line, as many spaces as they like to an unoccupied space (like a rook in Chess). Only one piece at a time can occupy a space. A piece cannot jump over another piece.

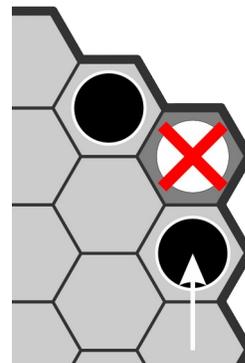


The **King** can move into any vacant adjacent space, moving **one space at a time** (similar to the king in Chess).

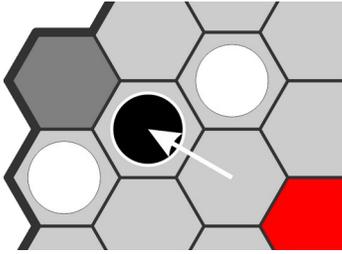
Pieces are captured by surrounding them on two sides. In the image shown, white moves into position to surround the King and capture it, winning the game.



The corners present an interesting challenge, as they can't be surrounded in the normal manner. Pieces can be captured on a corner by surrounding them in the manner shown. Here black moves into position to capture the white piece.

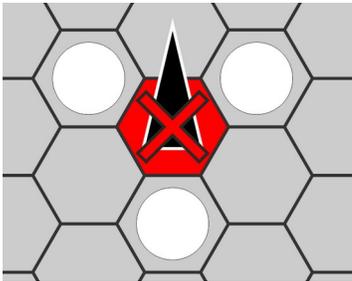


You cannot "capture" your own piece by moving between two enemy pieces. In the image shown, the black piece is not captured when it moves between the two white pieces.



The Throne

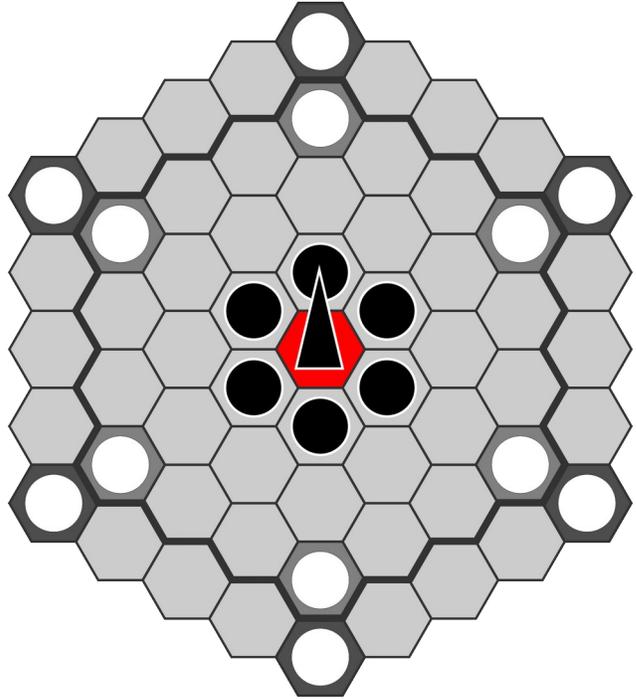
The central space of the board is the throne. Only the King may occupy the throne. When the King is on the throne, he is harder to capture. He must be surrounded on three sides as shown below to be captured.



5x5

heXentafl on a 5x5 grid is almost identical to a 4x4 grid, except there are more attackers and defenders, and the King moves just like the other pieces. It is not limited to one space at a time.

The starting position for 5x5 is shown below.



Game design and rules by Kevin R. Kane. Rulebook (c)
2000 Kevin R. Kane and Néstor Romeral Andrés