

TABLUT

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Narrative:

Muscovite invaders catch the Swedish King by surprise and attempt to lay siege. The King must leave his castle with a small retinue of soldiers to protect him as he attempts to escape before they are completely surrounded and cut-off.

History:

Tablut is a tafl game variant (like Hnefatafl), which was developed and played by the Sámi people of northern Scandinavia.

Setup:

Board size 9x9 squares. Two players: the King & his Defenders vs the Attackers. There are twice as many Attackers as Defenders.

Gameplay:

The Attackers' side moves first, the players then take turns.

All pieces move any number of vacant squares along a row or a column, just like a rook in chess.

All pieces are captured if trapped between two enemy pieces, or between an enemy piece and a hostile square (Castle). 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 aggressor's move, it is therefore permitted to move in between two enemy pieces.

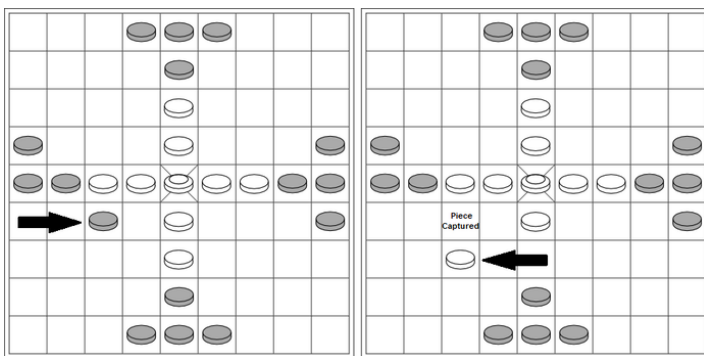
The central square is a restricted square called the Castle. The King may re-enter his Castle after he leaves it, and all pieces may pass through the Castle when it is empty, but only the King may end its move in the Castle. The Castle is hostile, which means it can replace one of the two pieces taking part in a capture. The Castle is always hostile to the Attackers, but only hostile to the Defenders when it is empty. The board edge is NOT hostile.

If the King reaches the any square along the board edge, then the King has escaped and the Defenders win.

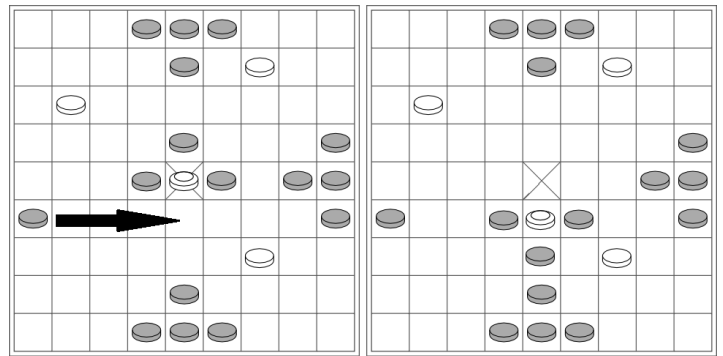
The Attackers win if they can capture the King. The King can be captured just like all other pieces, except when he is in or next to the Castle. When in the Castle, the Attackers must surround him on four sides (left, right, top, bottom). If the King is on a square next to the Castle, the Attackers must occupy the three remaining squares around him.

Perpetual repetitions are forbidden. A player who aggressively maintains a board repetition must find another move to break the repetition, or lose the game. e.g. A player attacks by continually side stepping with a piece in order to find an open path to break through. The opponent continually brings his piece in line with the aggressive piece to block the open path. The "aggressive player" is the one who has some choice in whether to repeat the pattern or not. If a board position is repeated for the third time, "the aggressive player" loses the game.

If a player cannot move on his turn, then he immediately loses the game.



Standard Capture move



Capturing the King in his Castle vs next to the empty Castle