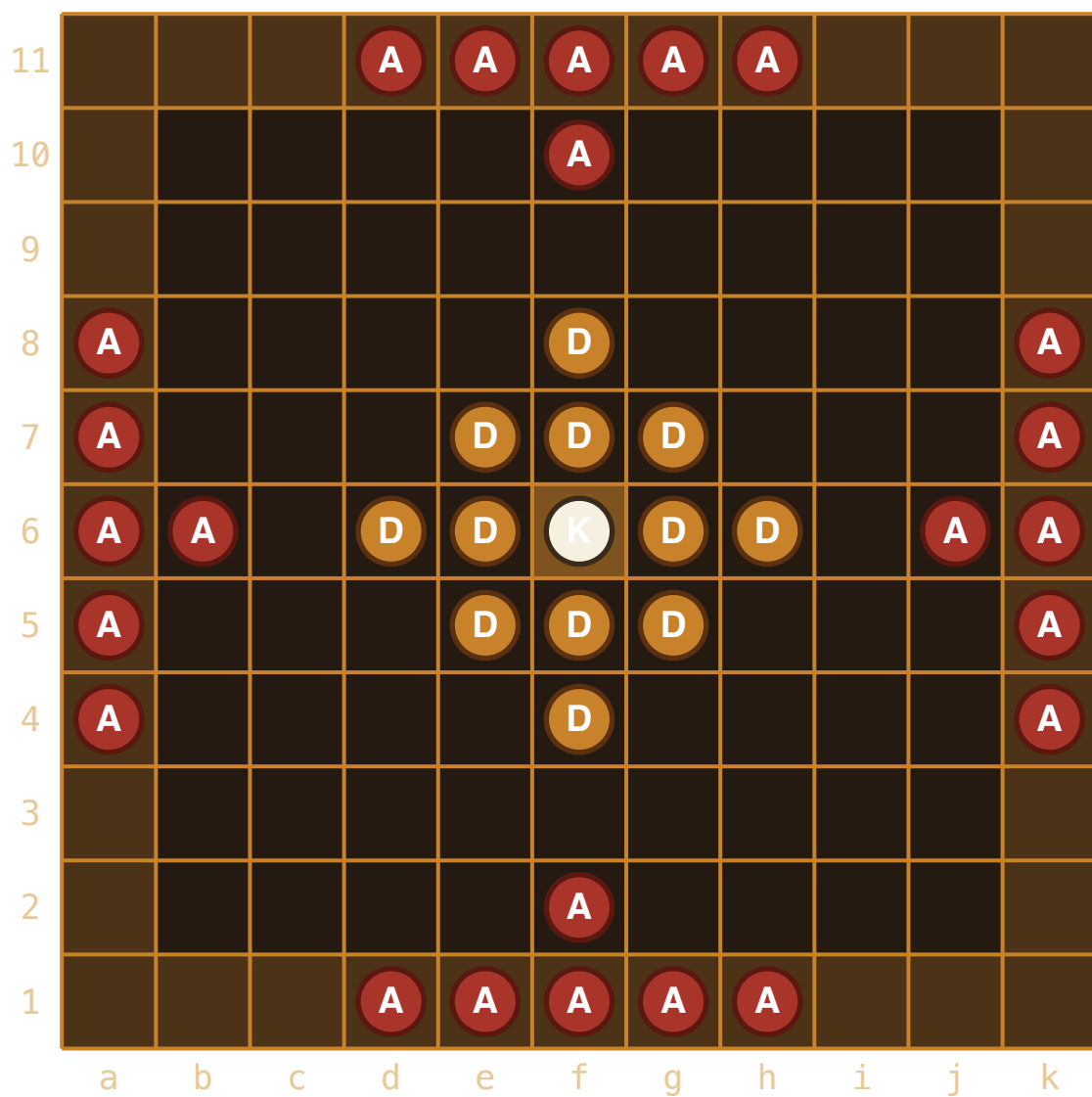


TAFI · VARIANT 4 OF 4

Tawlbwrdd



Tawlbwrdd — starting position

<https://engine.moddable.games/play/?game=tafl&variant=tawlbwrdd>

OVERVIEW

Tawlbwrdd is the Welsh form of tafl, documented in Peniarth Manuscript 158, a 1587 Welsh manuscript. The manuscript specifies piece counts and describes some aspects of movement and capture, but leaves the full ruleset incomplete. All movement and win rules are modern reconstructions. This variant follows Damian Walker's reconstruction (cyclingstan.com) as formalised by the Ludii Project (Maastricht University). All tafl variants other than Tablut are historical reconstructions.

COMPONENTS

Board: 11×11 squares. The central square (f6) is the throne. The King wins by reaching any edge square (in contrast to Hnefatafl, where only corner squares win).

Pieces:

- ♦ Defenders: 1 King + 12 defenders (light)
 - ♦ Attackers: 24 attackers (dark)
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STARTING POSITION

Attackers move first.

- ♦ King: f6 (centre)
 - ♦ Defenders (12): d6, e6, g6, h6 (horizontal); f4, f5, f7, f8 (vertical); e5, g5, e7, g7 (flanking)
 - ♦ Attackers (24): six per edge, central five squares of each outer edge plus one in front: d1, e1, f1, g1, h1, f2 (south); d11, e11, f11, g11, h11, f10 (north); a4, a5, a6, a7, a8, b6 (west); k4, k5, k6, k7, k8, j6 (east)
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MOVEMENT

All pieces move orthogonally any number of spaces. No jumping. Attackers move first.

CAPTURE

A piece is captured by surrounding it on two opposite sides by an opponent's piece. Two or three pieces in a line may be captured at once by surrounding them in this way. An entire row of pieces cannot be captured.

WIN CONDITIONS

- ♦ **Defenders win** if the King reaches any square on the board edge.
 - ♦ **Attackers win** if the King is captured.
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HISTORICAL NOTE

Tawlbwrdd is documented in Peniarth Manuscript 158 (1587). The manuscript names the game and states that one side plays with a king and twelve men, the other with twenty-four. Movement and win conditions are reconstructed. The edge-escape win condition (King reaches any edge square) follows the Cyningstan reconstruction formalised by the Ludii Project, and distinguishes Tawlbwrdd from Hnefatafl, where the King must reach a corner. As with all non-Tablut tafl variants, this file represents scholarly reconstruction rather than a primary historical transcription.