

HIRP

THE GAME

HIRP: (or old Icelandic 'Hirð'), means 'bodyguard'. The word is probably related to old English hired 'household, family, retinue, court'. The word is used for a group of free warriors that voluntarily swore to protect king (Lofðungur).

Contents

HIRP is played by two players and consists of two sets of playing pieces, one Silfr and one Gull:

- ❖ 30 Hirp (Royal viking guard, 15 per player) – Small round pieces
- ❖ 6 Karve (Viking ships, 3 per player) – Boat shaped pieces
- ❖ 2 Lofðungur (Viking king, 1 per player) – Big round piece
- ❖ 1 Penningr (Coin) – For doubling
- ❖ 1 Board
- ❖ 1 Rules
- ❖ 3 Bags to hold the game. 1 for each player's pieces and 1 for the whole game.

Actions

The players take turns to perform the following actions:

- ❖ Move five steps using any combination of game pieces.
- ❖ Resolve battles (if any).

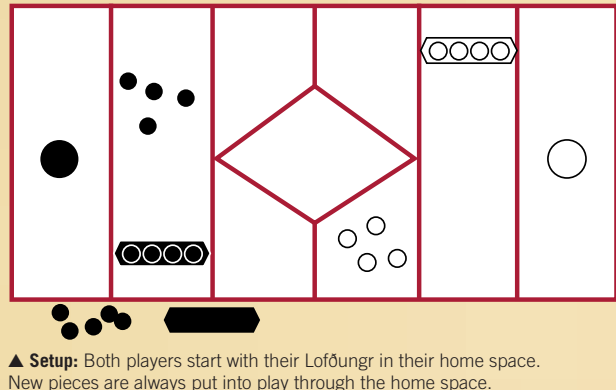
Winning HIRP

HIRP is normally played in sequences of several games. The first player to reach 5 points wins. The winner of one game is the first one to achieve either:

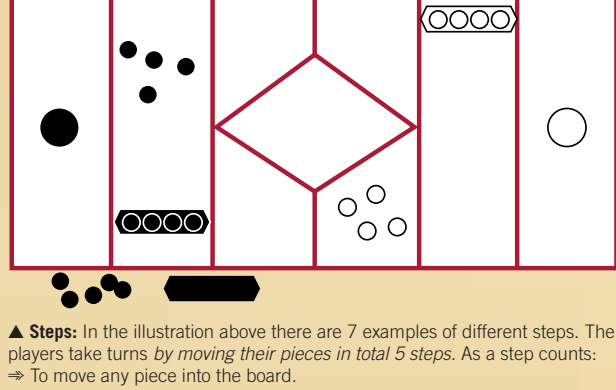
- ❖ Control over all five middle spaces (1 point).
- ❖ Force the opponent's Lofðungur to retreat of the board (2 points).
- ❖ Attack and beat the Lofðungur when it has no squares to retreat to (5 points).

Playing time: 30–60 min for a 5 point game. 10–20 min for a single game.

RULES

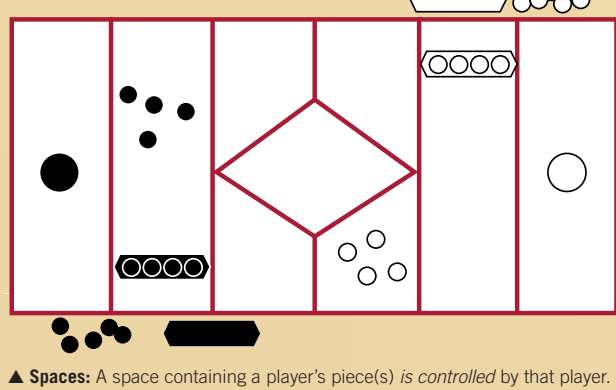


- ▲ **Setup:** Both players start with their Lofðungur in their home space. New pieces are always put into play through the home space.
- ⇒ Gull starts. The players take turns playing with Gull if several games are played.
- ⇒ It may be a good idea to have the board out and test the moves while reading these rules.



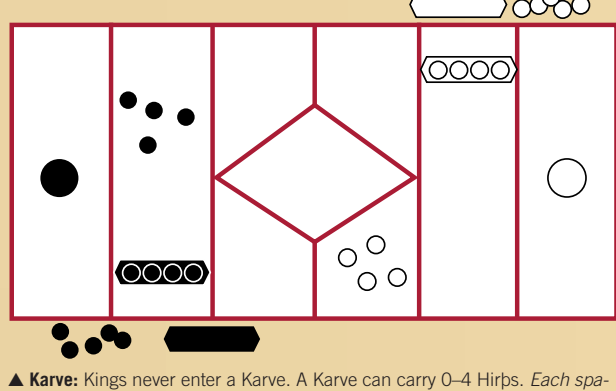
- ▲ **Steps:** In the illustration above there are 7 examples of different steps. The players take turns *by moving their pieces in total 5 steps*. As a step counts:

- ⇒ To move any piece into the board.
- ⇒ To move any piece into another space.
- ⇒ To move a Hirp into or out of a Karve (only a Karve on the board can be entered).
- ⇒ To move a Karve, regardless of if it contains Hirps or not.

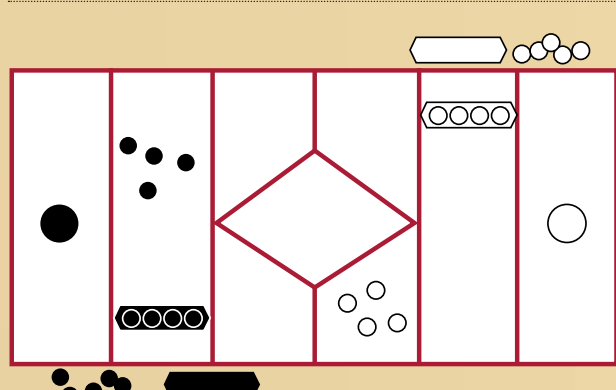


- ▲ **Spaces:** A space containing a player's piece(s) is controlled by that player. When a piece enters:

- ⇒ A space controlled by the player herself, *it can continue moving*.
- ⇒ An empty space, *it has to stop* and can move no further that turn, (including Hirps in a Karve entering an empty space).
- ⇒ A space controlled by the opponent, *its step stops on the line between the spaces indicating that it attacks the opponent*. It stays there until the attack is resolved. The piece controls the space it is moving *from* as long as it is on the line. A space can be attacked from *several directions* during the same turn.



- ▲ **Karve:** Kings never enter a Karve. A Karve can carry 0–4 Hirps. *Each space, except the home space, may contain maximum 1 Karve* when a player's turn is over, *i.e. after battle resolve and potential movement of winners*. (Note: the example board to the right contains more Karve than there are in the game).



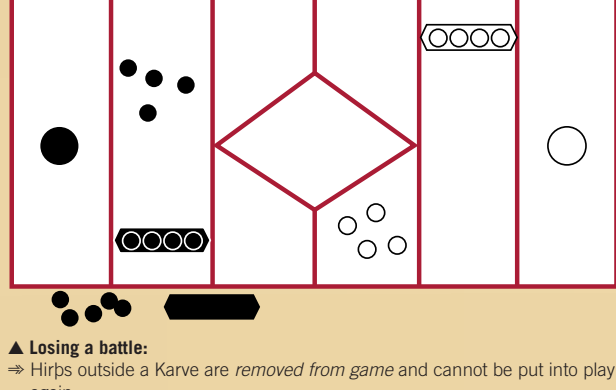
- ▲ **Resolving battles:** Battles are resolved after all 5 movement steps have been taken.

- ⇒ All pieces counts as 1 power except *unmanned Karve* which counts as 0.

- ⇒ Karve with Hirps in them count as 1. So a Karve with 3 Hirps in it counts as 3.

- ⇒ The Lofðungur is worth 1 and is a *tiebreaker*.

- ⇒ If no Lofðungur or both Lofðungurs are involved in a combat *the defender wins a tie*.



- ▲ **Losing a battle:**

- ⇒ Hirps outside a Karve are *removed from game* and cannot be put into play again.

- ⇒ Karve and any Hirps in them are *removed from play*, they can be put into play again on the home space.

- ⇒ Lofðungur stay in play but have to *retreat to a controlled or empty space*. If there are no empty spaces it has to retreat off the board and the player loses. If the Lofðungur is in the middle space and can't retreat it is killed.

- Lofðungur retreat after all battles are resolved, it doesn't affect any other battles.

