HIRÞ:
(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 (Lofðungr).

Contents
HIRÞ is played by two players and consists of two sets of playing pieces, one Silfr and one Gull:
❖ 30 Hirþ (Royal viking guard, 15 per player) – Small round pieces
❖ 6 Karve (Viking ships, 3 per player) – Boat shaped pieces
❖ 2 Lofðungr (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 HIRÞ
HIRÞ 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 Lofðungr to retreat off the board (2 points).
❖ Attack and beat the Lofðungr 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

THE GAME

Setup:
Both players start with their Lofðungr 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 Hirþ into or out of a Karve (only a Karve on the board can be entered).
➾ To move a Karve, regardless of if it contains Hirþs 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 Hirþs in a Karve entering an empty space).
➾ A space controlled by the opponent, it’s 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 Hirþs. 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 Hirþs in them count as 1. So a Karve with 2 Hirþs in it counts as 3.
➾ The Lofðungr is worth 1 and is a tiebreaker.
➾ If no Lofðungr or both Lofðungrs are involved in a combat the defender wins a tie.

Losing a battle:
➾ Hirþs outside a Karve are removed from game and cannot be put into play again.
➾ Karve and any Hirþs in them are removed from play, they can be put into play again on the home space.
➾ Lofðungrs 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 Lofðungr is in the middle space and can’t retreat it is killed. Lofðungr retreat after all battles are resolved, it doesn’t affect any other battles.

More information available at www.hirth.com
Winning a battle:
- The player chooses how many of the pieces that attacked that will enter the conquered space, at least 1.
- Pieces that don't enter a conquered space stay in the space they attacked from.
- If an attacker loses, the defending player just leaves the pieces where they are, no movement.

Penningr:
In the beginning the Penningr is neutral, any player may use it. A player may at any time offer a doubling of the game’s points by giving the Penningr to the opponent. The opponent has to take the Penningr and accept that the points in the end are doubled OR lose the game and give the offering player 1 point.

After the game is doubled, the Penningr belongs to the player that accepted it. That player may then at any time offer it back to the other player who has to take the Penningr and accept that the points in the end are tripled OR lose the game and give the offering player 2 points.
After that no more doublings are allowed.

Winning the game:
Normally HIRÞ is played in sequences of several games and the winner is the first to reach 5 points. You can win in three ways: Yfirráð, Þungur Hnífur and Drepið.

 Hirþ:
It is a custom for the losing player to say “Þungur Hnífur” and for the winner to respond “Hnífurinn er ætlað vare þungur”.

Drepið:
A player that kills the opponent’s Lofðungr by conquering Miðr (the middle space) when the Lofðungr is in it and has no spaces to retreat to, wins a Drepið victory worth 5 points.
(Doubled game 10 points, Tripled game 15 points).

Yfirráð:
A player that controls all five middle spaces at the end of a turn wins as Yfirráð victory, worth 1 point.
(Doubled game 2 points, Tripled game 3 points).

Winning a game:
Winning a game is a combination of any battle and the HIRÞ notation system.

If you want to order a copy of HIRÞ check with your favourite game retailer if they carry it or visit http://iongamedesign.com/shop or http://sierra-madre-games.eu/all_games.html

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Pieces
H: Hirþ
K: Karve
L: Lofðungr
C: Penningr
G, S: Gull or Silfr pieces in battle
^: Indicate that a piece is removed from play
x: Indicate that a piece is removed from game.
d, t: Offer Penningr for double or triple
a, g: Accept or give up as a response to d or t

Example of a very short game where Gold lose 10 points
G1 KeHeiHei / S1 He7He8He / G2 L01HeiKiii03 / S2 Ke6KeHi / G3 Hr3mHr3>6 >6SK^GH6 / S3 L9>6HeiKii97 SdGa>6GHxSL6 / G4 L1>6Hm>6He >6SL8GH6GLm / S4 H75Kii7>3L8>6H8>6 >3GKi^SKii3 >6GHxSL6SH6 / G5 KeHeiHei / S5 Hr3Kii3mL64 >mGLx.