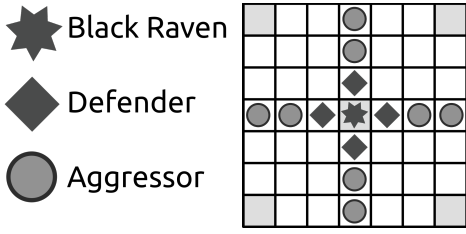


Brandubh Rules

Brandubh; Black Raven, is an ancient 2 player strategy game where one person plays the 8 Aggressors, and the other person plays the Black Raven and 4 Defenders.

Starting layout



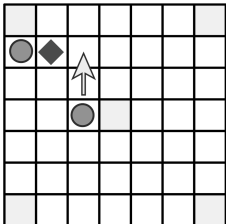
Objectives

The objectives of the Aggressors and Defenders differ. The Aggressors win if they capture the Black Raven. The Defenders win if the Black Raven makes it to a corner piece.

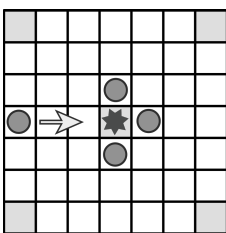
Movement

Pieces move up, down, left, or right, in a straight line for as many spaces as the player chooses. The pieces can not move diagonally and they can not 'hop' over another player piece. Once the Black Raven leaves the center square, no player pieces of any team can occupy the center square. Only the Black Raven can enter a corner square.

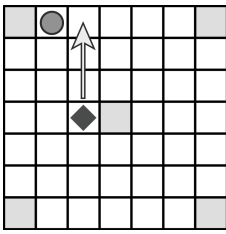
Capturing



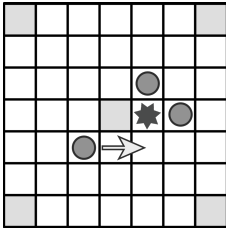
An opponent's piece is considered "captured" when a player moves a piece next to an opponent's piece resulting in the opponent's piece being directly in between 2 of the current player's pieces. Captures pieces are removed from the game.



While on the center square, the Black Raven can only be captured by being surrounded on all 4 sides



The corner squares are hostile to all player pieces, and can be used by any player to capture an opposing piece, including the Black Raven. Once the Black Raven leaves the center square, the center square becomes hostile and can be used to capture pieces.



When next to the center square, the Black Raven can only be captured if the Defenders surround the Black Raven on 3 sides.