



Brandub

2 players	10 min	Tactic	12th – 17th century	Ireland
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This game probably appeared in Ireland, following the many contacts between the Viking Navy and the Irish.

This hunting game is inspired by the « Tablut » game between the Swedes and Muscovites, evoking the conflicts around the Baltic Sea.

We find descriptions of the Irish game in poems, such as « Abair riom a Éire ógh » by Maoil Eóin Mac Rait. Here, the particular room is called « Branán », which means « chief ». The literary style can date the appearance of the game between 1200 and 1640. The Brandub most often includes five defensive pieces on the one hand and eight forwards on the other. The forces involved vary with the size of the board. We present here the model of Mac White.

Material

1 game board, 8 soldiers of one color (the attackers), 4 soldiers of another color (the defenders), 1 branán.

Game's goal

Attackers must capture the branán.

Defenders must take their branán to a corner of the game.

Progress

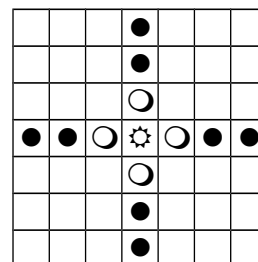
- **In the beginning**

The branán is installed in the center of the game, protected by its 4 soldiers. The attackers surround the defenders.

- **The moves**

Soldiers and branán all move horizontally or vertically, as many squares as wanted. It is forbidden to jump over a piece.

The central box is strictly forbidden to all soldiers. Only branán can stop on this square: it is his throne.



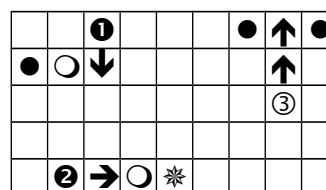
Starting position

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- **Pawns' catch**

The capture of an opposing soldier is done by lateral frame. When a pawn is surrounded on two opposite edges (right and left or up and down), it is captured. For example, the black pawn n°1 captures the white soldier by placing himself on his right.



If the throne is free, a soldier can be captured between an opposing soldier and the throne. Thus the soldier n ° 2 can take the white pawn located near the throne while being placed on his left.

Any soldier voluntarily going between two enemies is not captured. The catch is always the result of an attack. Soldier n° 3 is not captured if he stands between the two black soldiers.

- **End of the game**

The capture of the branán is successful with 4 soldiers (one on each edge). Attackers win the game.

The branán must reach one of the corners of the board to ensure the victory to the defenders.

Variants

To balance the parts, several changes are proposed. They can be played separately or not.

- **Branán's moves**

It is limited to one box (horizontally or vertically).

- **Pawns' catch**

The branán can not take pawns. Any attacking pawn framed by a defending soldier and branán is not removed from the game.

- **The throne**

The throne is still inaccessible to the soldiers, but it no longer serves to capture the pieces.