

HIBERNIA

Official Hibernia 2 Player Variant

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Hibernia was designed to be a multiplayer game; however this 2 player variant works well.

Setup

Each player takes two sets (colors) of warriors. Each player puts one warrior of each of their two colors on the start space of the scoring track, (1 cube stacked on top of the other, to serve as a single score marker). Randomize the start positions of the 4 colors as normal. Select a start player randomly. The start player puts 1 warrior from each of his two sets on the celtic knot circle space in the upper left corner of the game board.

Gameplay

Each turn, the active player rolls the die, and then chooses one of his two sets of pieces to use and score that turn. The active player does not have to alternate between his 2 sets each turn, and is free to use the same set of pieces several times in a row; the warriors of the inactive set cannot be placed that turn. The active player may choose to attack the counties held by his own inactive set of pieces if he feels it is advantageous, however, just as in the multiplayer game, the last two adjacent pieces of any set cannot be attacked.

If the active player uses the Raise Warriors action, he takes all the warriors from his active set back from the Celtic Knot space, and half of the warriors from his inactive set, rounded down. The other player takes back half of the warriors from each of his sets, rounded down.

At the end of the turn, the active player only scores points for the counties held by the set of pieces he chose to use that turn. The counties held by his inactive set do not score points.

Game End

If the start player's scoring marker advances to the end of the score track and wraps around the start space, then the other player gets 1 final turn. If the other player wraps the score track, then the game ends immediately.

Use the multiplayer rules wherever a change is not specified for the 2 player game.