

Designed By Jon Fromm
Pixel Art By Jon Fromm
All other graphics are copyright of their
respective owners and are depicted
solely for prototyping purposes

SHIRES™

a game by Jon Fromm

The King is Dead...

...THE KING HAS DIED LEAVING NO HEIRS. IT WAS HIS DYING WISH THAT THE PEOPLE OF HIS REALM DECIDE HIS SUCCESSOR TO THE THRONE. IN A YEAR'S TIME A GRAND ELECTION WILL BE HELD WITH EACH SHIRE IN THE KINGDOM CASTING ONE VOTE. AS AN AMBITIOUS NOBLE YOU MUST USE YOUR ECONOMIC WIT, DIPLOMATIC PROWESS, AND MILITARY MIGHT TO SECURE ENOUGH VOTES TO GARNER THE CROWN...

THE CROWN IS YOURS TO GAIN

Shires is a 4x (eXplore, eXpand, eXploit, and eXterminate) game of diplomatic, economic, and military strategy for 3-5 players. The game is played on a map of hexes that changes every game. Players take turns building up and expanding their kingdom by issuing decrees and dispatching Envoys. The winner is the player who after 8 turns has amassed the most votes for king. Each Shire you Control gives you one vote. But watch out as votes can be stolen or bribed away.

You begin your turn by issuing a royal decree that will grant you a powerful action. You then move your Envoys about the realm to carry out your biddings. Envoys can build buildings, conduct trade, exert diplomatic pressure, resolve crises, and maneuver armies. Buildings produce goods such as Wood, Stone, Iron, and Gold that is used to grow your kingdom and purchase units. Players may trade Gold and goods with opponents and passing trade carts. Your most powerful commodity is your diplomatic Favor which is used to influence Shires to join your kingdom. Armies will protect the Shires you Control and can conquer others if diplomacy fails.

Table talk is encouraged as alliances will need to be made and broken. There are many paths to victory so feel free to be a peaceful trader or a treacherous general. Be it through influence, commerce, or bribery, you must do what it takes to be crowned the King of the Shires!

Play time
 2-3 hr

13+ 3-5
Age Players

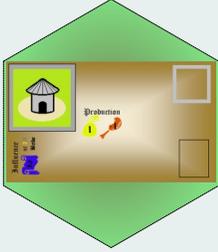
see it on
UNPUB
.net

COMPONENT LIST

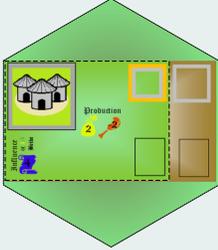
- 50 card Stands
- 13 Battle/Diplomacy Dice
- 15 Envoy Pawns
- 32 Shire Hexes
- 30 Resource Tokens/Cubes
- 33 Lg. Rectangular Shire Chits
- 206 Sm. Building, Field, Control and Favor Chits
- 6 Player mats
- 48 Proclamation Mini Cards
- 14 pg. Rule Book
- 80 Unit Shards

Shires is copyright Jon Fromm 2015—All Rights Reserved
Jon can be contacted at Jon.E.Fromm@gmail.com

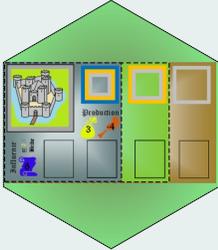
THE SHIRES OF THE REALM



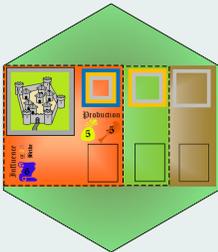
Hamlet



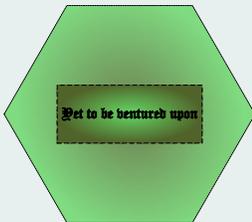
Village



Castle



City



Open Space



Trade Spot

The Basics

SHIRES HEXES

Shires is played upon a map of hexagonal Shires **Cards**. Each hex counts as one space for Envoy movement. There are six types of Shires:

Hamlet (Brown Backing) - These are the smallest Shires in the country and produce a minimal amount of resources. They support only basic buildings and small Garrisons.

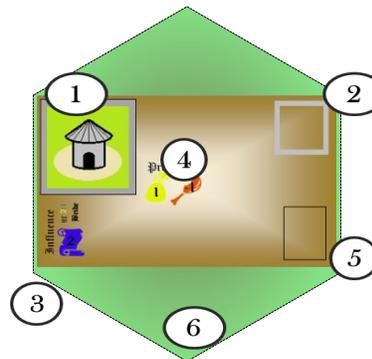
Village (Green Backing) - These are upgraded from Hamlets. They produce a moderate amount of resources and support improved buildings and larger Garrisons.

Castle (Gray Backing) - Castles are upgraded from Villages. These prestigious Shires support advanced buildings, large Garrisons, and enable the controller to recruit Men-at-Arms army units. Each player may construct one castle in the course of each game.

City (Orange Backing) - Cities are upgraded from Villages. These bustling centers of commerce generate large amounts of Gold. Cities support advanced buildings, large Garrisons, and enable the controller to recruit Mercenary army units. The number of Cities that may be constructed is capped.

Open Space (Blank hex) - These are the open lands between Shires. Some of them allow for exploration.

Trade Space—These are Shires that permit Envoys to buy and sell resources from the Bank.



The Shire Hex

- 1) Shire Image - Shows type. Default border is Grey (Neutral). Control Tokens are placed here to indicate control
- 2) Building Spaces - 1 space for each building the Shire can accommodate. Color indicates allowed type(s).
- 3) Influence - Amount of Favor needed to Influence this Shire.
- 4) Production - The amount of Gold produced by this Shire each turn and the amount of Food required to Feed it.
- 5) Garrison Spaces - 1 space for each unit that can be Garrisoned here.
- 6) Open area for Field token.

RESOURCES

During a game of Shires players will generate and expend resources to grow their realm. How well you structure your economy will go a long way in determining your success. The resources are:

Food - This feeds your people and armies. It is produced by Fields and some buildings.

Favor - This is your political influence, raised by treating your people well. Favor is produced by buildings, winning battles, and successful diplomacy. Favor is unique in that your supply of it resets each turn, reflecting your level of support from your subjects.

Gold - This is coin money, raised by trade and taxing your people. It is used for everything from building to paying Bribes. Gold is produced from Shires, trading resources, and by some buildings.

Wood - Used to build simple buildings and Muster military units. It is produced by certain buildings.

Iron - Used to build buildings and Muster strong military units. It is produced by certain buildings.

Stone - Used to upgrade buildings and Shires. It is produced by certain buildings.

PLAYER AND TURN TRACKER BOARDS

Each player has a **Player Board** to help them manage their resources and Standing Armies. Standing Army units are placed in the Standing Army slots. The Upkeep cost for these units is listed above the slots. The **Supply** is used to track the amount of each resource you have available to spend. The board includes aids for determining Favor and building/upgrading buildings and Shires.

Standing Army Slots

Resource	Village	City	Castle
Food	4	2	4
Favor	2	4	4
Gold	2	1	6
Wood	2	1	2
Iron	4	1	4

Supply

The **Turn Tracker Board** is used to track the **Turn** and **Phase** of the game.

Turn Tracker

Tracks # of turns remaining

Phase Tracker
Tracks Current Phase of the Game

RESOURCES OF THE REALM

- Food**
- Favor**
- Gold**
- Wood**
- Iron**
- Stone**

Resource Tips

Gold can be used to Trade for other goods at the trade cart and raise mercenary armies when other resources are scarce.

Favor is the most powerful resource and the hardest to acquire. Be careful with how you spend it!

Keep an adequate supply of food in your Reserve, you'll never know when the Plague or Rats might strike

Wood is most important early in the game when you are getting your economy started.

You can't upgrade to Cities, Castles, and advanced buildings without stone

Most buildings, upgrades, and military units require a small amount of iron to produce

BUILDINGS

Buildings produce the resources needed to secure and grow your kingdom. Buildings are represented by Building tokens placed on Shires. Most building tokens are two sided reflecting a **Basic** and **Upgraded** state. The resource(s) and amount produced by the building each turn is indicated by the colored circle(s) on the bottom of the token.

Basic Building				Upgraded Building			
Building Name	Building Image	Production	Permissible Shires	Building Name	Building Image	Production	Permissible Shires
Timber Camp		1 Wood	All	Sawmill		2 Wood	Village City Castle
Quarry		1 Stone	All	Mason's Guild		2 Stone	Village City Castle
Iron Mine		1 Iron	All	Blacksmith		2 Iron	Village City Castle
Tax Collector		1 Gold	Village City Castle	Treasury		3 Gold	Castle City
Church		1 Favor	Village City Castle	Cathedral		3 Favor	Castle City
Dock		1 Gold 1 Food	Village* City* Castle*	Wharf		2 Gold 2 Food	Castle* City*
Market		1 Wood 1 Stone 1 Iron	Castle City	*Docks and Wharfs may only be constructed in Coastal Shires. These are the Shires on the edge of the map that have at least one edge not touching anything.			
Vineyard		2 Food 2 Favor	Castle City				

Setup - Quick Reference

Each Player gets:

- Player Board of their color
- 3 Envoy pawns of their color
- All of the Control tokens of their color
- 5 Resource Tokens (1 of each color). Place them these on the Player board in the spots indicated by the stars.

Setup the Turn Tracker Board

- Place Turn Counter on 8 Turns Remaining
- Place the Phase Counter on Phase 4 "Players Make Their Royal Decree and Take Envoy Actions"
- Sort Army Units and place on the board in the corresponding spaces

Setup the Bank

- Sort Building, Exploration, and Favor tokens into individual piles
- Sort Village, Castle, City, and event Tokens into individual piles
- Shuffle the Proclamation cards
- Remove extra Shire hexes, City and Castle tokens based on # of players (see chart)
- Shuffle the shire Hexes that are to be used.

# of Each Used for Setup	# of Players		
	3	4	5
Hamlet/Village Hexes	15	19	21
Blank Hexes	4	5	6
Castles	3	4	5
Cities	5	6	7
Trade Hexes	3	4	5
Timber Camp	5	7	7
Quarry	5	6	7
Iron Mine	5	6	7
Castles	3	4	5
Cities	5	6	7

SETUP

Begin by sorting all of the Building, City, Castle, Farm, Exploration, and Favor tokens into piles. Remember that most building tiles are 2 sided.

Each player chooses a colored player board. They then take all of the Control tokens and Envoy pawns of their color. Each player also takes 5 resource tokens (one of each color: orange for Food, yellow for gold, blue for Favor, green for Wood, purple for Iron, and black for Stone) and places them on the starred spots of corresponding color on their player board.

The Turn Tracker board is placed at an accessible end of the table. Place the Turn Counter on the "8" spot of the "Turns Remaining" tracker. **Place the Phase Counter on the "Phase 4" spot of the Phase tracker.**

Place all of the Shire hexes together in a stack at the center of the table. Look through these Shires hexes. Some have a number on them of 4+ or 5. Remove any with a number greater than the number of players playing the game. Shuffle the remaining hexes and place them face down in a pile. Look at the table in the lower left and draw the number of Iron Mines, Timber Camps, and Quarries indicated for your number of players. Mix these together and set them aside. These will be the starting buildings.

Take all of the remaining tokens and set them near the Turn Tracker Board to form the **Bank**. Sort the Army Unit cards by class and type and place them in the appropriate areas of the Turn Tracker Board. Place the card stands near the Bank.

BUILDING THE REALM

The game begin with players working together to build the map of the realm.

Players take turns drawing and placing the top Shire hex from the stack onto the table to form the map. Who goes first is for the group to decide. The first two hexes placed by each player must touch at least one other hex. All subsequent hexes placed must touch at least two other hexes on adjacent faces. Continue placing until the pile is empty.

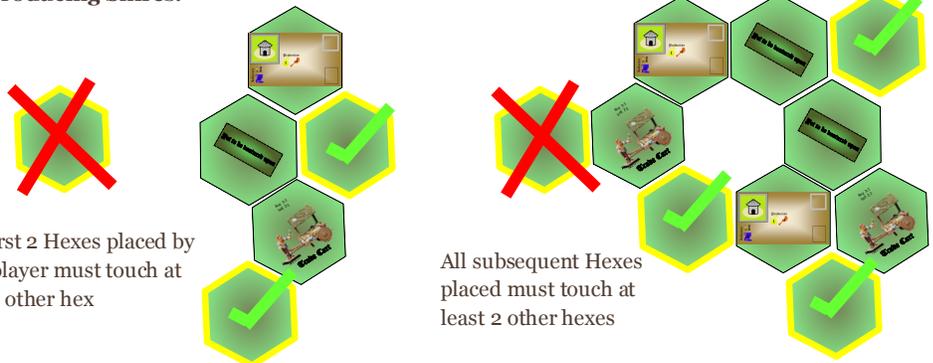
Each hamlet will now get a starting building. Randomly place 1 building from the pile you made onto the building space of each Hamlet with the basic (grey border) side showing.

Each hamlet also gets a Small Field. Look through the Small Field tokens and remove the ones that say "Plague". Mix up the remaining ones and place 1 on each Hamlet with the Field side up. Don't peek at the backs! Return the remaining Small Field tokens to the Bank and mix them in with the ones that said "Plague."

Take the exploration tokens and mix them up. Place one on each Exploration Shire Hex with the "Not Yet Ventured Upon" side up. Don't peek at the backs!

Players choose one Shire to be their starting Shire. The last player to place a Shire Hex gets to choose first. Each player picks their starting Shire and places a Village token on it. They then place a Control Token of their color and their #1 Envoy pawn.

Helpful Hint: Wood is a very important resource in the early stages of the game. Try to pick a starting Shire that already has or is near a lot of Wood producing Shires.



The first 2 Hexes placed by each player must touch at least 1 other hex

All subsequent Hexes placed must touch at least 2 other hexes

STRUCTURE OF THE GAME

Shires is played over 8 Rounds. Each round consists of 8 phases that are indicated by the Phase Tracker on the bottom of the Turn Tracker Board.

Phase 1: Players set their Favor supply to 0. This phase can be executed simultaneously by all players. **Note: this phase is skipped on the first turn of the game.**

Phase 2: Players spend Food from their supply to **Plant** Fields. This phase can be executed simultaneously by all players. **Note: this phase is skipped on the first turn of the game.**

Phase 3: Players gather resources from Shires they Control and add them to their supply. This phase can be executed simultaneously by all players. **Note: this phase is skipped on the first turn of the game.**

Phase 4: Players carry out their **Royal Decree** and **Envoy Actions**. This is done in turn order starting with the **First Player** and moving clockwise around the table.

Phase 5: Players **Harvest** the Field tokens from Shires they Control and add the Food to their supply. This phase can be executed simultaneously by all players.

Phase 6: Players **Feed** the Shires they Control using Food from their supply. They also pay Upkeep for their Standing Armies. This phase can be executed simultaneously by all players.

Phase 7: Players determine a new **First Player**.

Phase 8: The **Turn Marker** is advanced one space closer to **VOTE**.

PHASE 1—SET FAVOR TO ZERO

Each player resets the **Favor** value of their supply to zero. Think of this as resetting the support of your people. Once this is completed advance the **Phase Marker** to the right.

PHASE 2—PLANT FIELDS

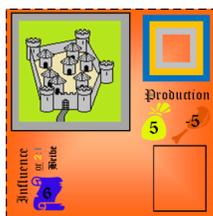
Fields are the primary source of Food for Shires. There are two types of Fields; **small Fields** (square tokens) with small but predictable yields and **large Fields** (round tokens) that usually have high yields, but may attract **rats**. Players purchase Fields using Food from their supply and place them onto Shires they Control. Small Fields cost 1 Food and large Fields cost 2 Food. Purchased Field tokens are taken from the Bank and placed onto Shires with the Field side up. **DO NOT LOOK AT THE BACK OF THE TOKEN!** Each Shire may contain only 1 Field.

PHASE 3—GATHER RESOURCES

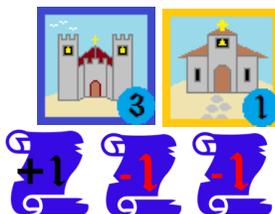
Players gather resources from Shires they Control. They do not gather resources from Shires with **Revolt** tokens. To gather resources Players first count up the number and type of each resource produced by their buildings and add it to their supply. Next players add the Gold and Favor produced from their Shires (indicated in the **Production** space on each hex) and add that to their supply. Finally they add or subtract Favor based on any Favor tokens they received on the last turn. The Favor tokens are then returned to the Bank. **Players ALWAYS produce at least 2 Favor.**



This Wharf will produce 2 Food and 2 Gold as indicated by the numbers and colors on the bottom of the token.



The City produces 5 Gold as indicated under "Production" on the City Hex



The Cathedral, Church, and +1 token generate 5 Favor, but 2 is lost from the -1 tokens for a total production of 3

OTHER PIECES AND PARTS



Envoy Pawns

Each Player begins with 1 and gains a maximum of 3



Control Tokens

Indicate which player Controls a Shire



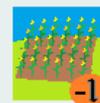
Plague Token

Indicates that a Shire is infected by the Plague



Revolt Token

Indicates that a Shire is Revolting against its Controller



Small Field

1 Food to plant



Large Field

2 Food to plant



+1 Favor Token

Gained for diplomatic and military successes



-1 Favor Token

Gained for paying Bribes

ROYAL DECREE ACTIONS

- Upgrade a Shire
- Build or Upgrade a Building
- Remove a Revolt or Plague Token
- Gain 2 Favor
- Play an Allowable Proclamation Card

ENVOY ACTIONS

- Build or Upgrade a Building
- Remove a Revolt or Plague Token
- Trade with Opponent or Trade Cart
- Influence a Shire
- Explore
- Muster Standing Army or Garrison
- Attack, Siege, or Raid
- Play an Allowable Proclamation Card

PHASE 4—ROYAL DECREE

Each player starts their turn by performing one **Royal Decree** action per turn. A Royal Decree is a powerful action that sets the tone for the rest of their turn. The Royal Decree actions are:

- **Upgrade a Shire:** Spend the appropriate number of resources to upgrade any Shire you Control. Hamlets may be upgraded to villages. Villages may be upgraded to Castles or Cities.
- **Build or upgrade a building:** Spend the appropriate number of resources to build or upgrade one building in any of the Shires you Control.
- **Remove a Revolt or Plague token:** One token can be removed from any Shire the player Controls by spending the required resources from their supply. Revolt tokens are removed by paying the Influence value of that Shire. Plague tokens are removed by paying twice the amount of Food required to feed that Shire.
- **Gain 2 Favor:** The player may add 2 Favor to their supply.
- **Play a Proclamation Card:** Proclamation cards marked “Play as a Royal Decree” may be played at this time in lieu of performing any of the actions listed above.

PHASE 4—ENVOY ACTIONS

Envoys are your official diplomatic representatives to the realm. They move about the countryside carrying out your biddings. Each Envoy may move up to 3 hexes per turn and then perform one action. Envoys may only perform actions in the Shire where they ended their movement. The Envoy actions are:

- **Build or upgrade a building** by paying the resource cost to do so.
- **Remove a Revolt or plague token** by paying the resource cost to do so.
- **Trade** with an opponent or the Trade Cart. See Trade.
- **Influence** a neutral Shire to join your side or incite an opponent’s Shire to Revolt. See Diplomacy.
- **Explore** a Shire by carrying out the action printed on the Hex.
- **Muster a Standing Army or Garrison.** See Recruiting Armies.
- **Attack or Raid** a Shire or Army. See Combat.
- **Play an allowable Proclamation Card.**

Each player begins the game with one Envoy. They gain additional Envoys by constructing Cities and Castles.

Once the player has completed their Actions they must resolve any remaining tokens on their Shires. If a Shire contains a **Revolt** token the Shire reverts to Neutral. The player removes their Control token and the Revolt token. Your failure to stop the Revolt has resulted in this Shire leaving your realm. Any units Garrisoned in the Shire are discarded.

If a Shire contains a **Plague** token add a Revolt token. Your failure to stop the plague has turned your peasants against you. You better address that on your next turn!

Detailed descriptions of the Royal Decree and Envoy Actions begin on page 8.

PHASE 5—HARVEST

Now it's time to **Harvest** the Fields planted in Phase 2. Players flip over the Field tokens on the Shires they Control (including Shires with Revolt tokens; angry people still need to eat). They add the indicated amount of Food to their Supply.

If a Field token says "Plague!" a plague token is added to the Shire where it was planted.

If a Field token says "Rats!" the player loses 1:3 of the Food from their supply (round down).

Remove all revealed Field tokens and place them in the Bank. Shuffle both token piles.

PHASE 6—BUY PROCLAMATION CARDS

Proclamation Cards give players special abilities to use throughout the game. There are 2 types of Proclamation cards:

Stratagems and Designs cards give lasting bonuses or powerful one-time use actions. These cards are useful for guiding long term strategy. They may be purchased for 4 Favor each.

Machinations and Tactics cards give one-time use abilities. These cards are useful for guiding short term strategies. They may be purchased for 2 Favor each.

To purchase cards a player pays the appropriate amount of Favor and draws the corresponding type of card from the deck. Players may purchase as many cards as they desire. However, they cannot have more than 4 Proclamation cards in their hand and/or in-play at one time. Proclamation Cards can be discarded at anytime.

PHASE 7—DETERMINE NEW FIRST PLAYER

The new **First Player** is the player who Controls the most Shires.

In the event of a tie, the first tie breaker is the player with the most Shires and most Favor in their supply.

In the event of a second tie the tie breaker is the player with the most Shires, most Favor in their supply, and most Gold in their supply.

If there is still a tie than the First player token remains with the current First Player.

PHASE 8—ADVANCE THE TURN MARKER

The Turn Marker is moved one space to the right on the Turn Marker track. The Phase Marker is returned all the way to the left side of the phase tracker.

The game ends immediately when the Turn Marker reaches the **VOTE** space.

DETERMINING THE WINNER

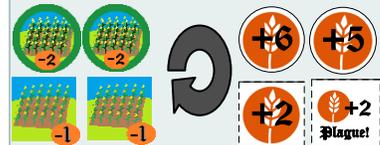
It's time for the people to vote! The number of votes each player receives is based on the number and size of the Shires they Control. Hamlets award 1 vote, Villages 2 votes, Castles 3 votes, and Cities 4 votes. No votes are awarded from Shires with Revolt tokens. Watch out, certain Stratagems and Designs cards may allow others to steal votes.

The player who receives the most votes wins the election and gains the crown! In the event of a tie the player with the most votes and most remaining Favor wins. The second tie breaker is most votes, most remaining Favor, and most remaining Gold.

HARVESTING EXAMPLES



This player's 3 Fields gained them 13 Food for their supply



This player's 4 Fields gained them 15 Food for their supply, but the Shire with the lower right Field gains a Plague Token



This player's 3 Fields gained them 10 Food for their supply, but they also drew 2 rat tokens. The 10 Food is first added to the supply. The amount of Food in the supply is reduced by a third (round down).

Players can only be affected by 1 rat token per Harvest.

USING PROCLAMATION CARDS

- Hand limit of 4, this includes any cards played face up in front of the player.
- Each player may not have more than 2 cards in play at any time.

Example: A player has a card in play face up in front of them. They begin their turn by playing a card that stays in effect throughout their entire turn. A battle occurs and they wish to play a 3rd card. They must first discard one of the other cards that is in play losing its ability.

- Players may buy as many cards as they want on a turn but may never exceed the hand limit at any time.
- Players may discard Proclamation cards at any time

Royal Decree Actions in Detail

UPGRADING A SHIRE

Shires can only be **Upgraded** as a Royal Decree action. Hamlets are upgraded to Villages. Villages are upgraded to Cities or Castles. Upgraded Shires produce more resources, can house larger Garrisons, can Muster better armies, and allow for more productive buildings. Upgraded Shires also require more Food to feed and are harder to influence.

To Upgrade a Shire pay the required resources per the table on the left. Take the upgraded Shire Token and stack it on top of the Shire's current token with the left edges aligned. If lined up properly you will see new building and Garrison spaces. Replace the Control Token with one matching the symbol on the Shire Token

	Resource Cost Upgrade A Shire				
	Border Color	Wood	Iron	Stone	Gold
Hamlet to Village	Green	4	2		
Village to City	Orange		2	4	4
Village to Castle	Blue			6	4

After Upgrading the player may Muster 1 Garrison Unit to the Shire's Garrison as a free action. They must pay the Muster cost of the unit. See Mustering Garrison and Army Units.

Each player is only allowed to Upgrade one Shire to a Castle once per game. Doing so gains them an additional Envoy pawn. Place the Envoy pawn on the Castle at the end of their Envoy Action turn.

Villages can be upgraded to Cities as long as there are City hexes remaining in the Bank. The first time a player upgrades a Village to a City they gain an additional Envoy pawn. Place the pawn on the city at the end of their Envoy Action turn.

Shires with Revolt or Plague tokens cannot be upgraded.

BUILDING AND UPGRADING BUILDINGS

Most buildings have a basic and upgraded variant. Simple buildings (grey border) can be built in any Shire with an open building space. Improved buildings (Gold border) can be built/

	Resource Cost to Build/Upgrade A Building				
	Border Color	Wood	Iron	Stone	Gold
Simple Building	Grey	2	1		
Improved Building	Gold		1	2	2
Advanced Building	Blue			4	4

upgraded to in any village, city, or castle with an open building space. Advanced buildings (blue border) can only be built/upgraded to in City or castle Shires with an open building space.

The cost to **Build/Upgrade** a building is shown at left. Buildings can only be built if there are building tokens remaining in the Bank. Buildings are always constructed at their basic state. You cannot build a building and then upgrade it in the same turn. Buildings cannot be removed or destroyed.

To Build a building a player pays the appropriate resources to the Bank, takes the building token from the Bank, and places it onto an open building space in a Shire they Control.

To Upgrade a building a player pays the appropriate resource cost to the Bank and then flips the desired building token to its upgraded side.

Envoys may also Build and Upgrade buildings as Envoy actions. They do so using the same process listed above. The Envoy must be present in the Shire to do so.

REMOVING REVOLT AND PLAGUE TOKENS

The presence of Revolt and plague tokens can be very disrupting. One token can be removed from any Shire the player Controls as a Royal Decree by spending the required resources from their supply. **Revolt** tokens are removed by paying the Influence value of that Shire. **Plague** tokens are removed by paying twice the amount of Food required to feed that Shire.

- 8 Envoys may also remove plague and Revolt tokens as an Envoy action . They do so using the same process listed above. The Envoy must be present in the Shire to do so.

Envoy Actions in Detail

TRADE

As you may have noticed, your starting resources will not get you very far. It may take many rounds to build up enough buildings to keep you adequately supplied with resources. Fortunately, your Envoys can **Trade** as one of their Envoy Actions.

You may Trade with the **Trade Cart** by moving your Envoy onto a Trade Cart hex. Food, Wood, Iron, and Stone may be purchased at a cost of 3 Gold per 1 resource. These resources may be sold to the Trade Cart at a gain of 2 Gold per 1 resource sold. You may purchase and sell as many resources as you want in the same action. You cannot purchase or sell Favor.

You may Trade directly with another player if you have an Envoy in a Shire that they Control or have an Envoy in the same Shire as one of their Envoys. Any number of resources can be traded back and forth at any negotiated price or condition. Favor, Army Units, and Proclamation Cards can never be traded. Players may negotiate trades in advance to speed the transaction.

DIPLOMACY

Envoys are your diplomatic ambassadors to the Shires beyond your realm. Through them you can Influence Shires to join your side or Revolt against an opponent. With careful use of diplomacy you can conquer your enemies without raising a single sword.

Paying **Influence** is done using Favor and/or Gold. The amount of Favor required to Influence a Shire is shown on its Shire hex.

To Influence a neutral Shire to join your realm first move an Envoy into that Shire. Pay the Influence value shown for that Shire. This is the price you must pay to gain the Shire's loyalty. Place the appropriate Shire token of your color on the Shire. Congratulations, it is now part of your realm.

Envoys may also attempt to incite an opponent's Shire to Revolt against them. This action may only be taken in opposing Shires that do not contain an Envoy of the Shire's controller and have at least 1 open Garrison space. To incite a Revolt first move your Envoy into the Shire. Pay the Influence value shown for that Shire. This is the price you must pay to turn the Shire against its controller. Now roll the diplomacy die, one of 3 things will happen:

Blue flag—The Revolt is successful. Take a **+1 Favor** token and add a Revolt token to the Shire.

Yellow frown—The Revolt is unsuccessful. Take a **-1 Favor** token. You may press your luck and reroll the diplomacy die again by paying the influence value.

Red Skull—If the Shire has a Garrison your Envoy has been **Captured!** If the Shire does not have a Garrison the Revolt is unsuccessful.

If any part of the influence value is paid in Gold it is considered to be a **Bribe**. Gold and Favor can be used together to pay a Bribe. The amount of Gold needed for a bribe is twice the amount of remaining Favor. Take a **-1 Favor** token every time you pay a bribe.

CAPTURED ENVOYS

Envoys may be **Captured** while attempting to incite a Revolt (see Diplomacy). Envoys that are captured are ransomed back to their controllers. Ransoming occurs at the beginning of the *captor's* turn. The Envoy's controller may gain their release by paying the captor 6 Gold. The Envoy remains a prisoner until this ransom is paid. The captor cannot refuse a ransom payment. The ransomed Envoy is then returned to one of the controller's Shires (captor's choice).

PRODUCING AND TRADING YOUR WAY TO VICTORY

Building a trade empire is just one of the many possible paths to victory. Monopolizing a resource may put you in a strong negotiating position with other players. Having a wealth of resources allows you to increase your Garrison sizes and prevent pesky Revolts. Players looking to win this way should build up a strong production engine and concentrate on Controlling a small number of upgraded Shires.

MANIPULATING YOUR WAY TO VICTORY

Your Envoys are your most powerful weapon. Learn to use their Influence power well. A well timed Revolt can completely derail an opponent's strategy or cost them valuable votes on the last turn. Successfully influencing opponent Controlled Shires gains you valuable Favor for the following turn. If Favor is low you can always resort to a bribe. Players looking to win through diplomacy need to build plenty of Churches, Cathedrals, and Vineyards. They also need to accumulate Proclamation Cards. It helps to keep a good reserve of Gold to pay ransoms when things go wrong.

The Militia

Four humble peasants take up arms to protect the glory of your realm.



Soldiers

Roll: 
 Hit On: 
 Cost:  1
 1



Archers

Roll: 
 Hit On: 
 Cost:  1
 1



Guards

Roll: 
 Hit On: 
 Cost:  1
 1
 Guards Cannot Move

ENVOYS AND PROCLAMATION CARDS

Some Proclamation cards can be used as Envoy Actions. These cards are marked “Play as an Envoy action.” These cards may only be played when the indicated conditions are met.

EXPLORING SHIRES

Some Shires contain **Exploration** tokens. These tokens begin the game face down. An exploration token is flipped over the first time an Envoy moves through that Shire.

Envoys may perform exploration actions by moving to an exploration Shire and conducting the action indicated on the exploration token. Exploration can be a useful source for resources throughout the game.

ARMY UNITS

Standing Armies and **Garrisons** are made up of individual **Army Units**. These have unique attack values and combat abilities. There are 3 **Classes** of Army Units:

Militia (depicted on brown banners) are the most basic and simple army units. They can be Mustered in any Shire.

Men-at-Arms (depicted on blue banners) are strong professional army units. They may only be Mustered in Castle Shires.

Mercenaries (depicted on orange banners) are Paid foreign soldiers. They may only be Mustered in City Shires.

There are 4 **Types** of Army Units included in Shires. **Soldiers** fight hand to hand with melee attacks. **Archers** fight from a distance with longbows. **Knights** are powerful units who fight hand to hand from horseback and block opponents from retreating. **Guards** are weak Garrison units that fight hand to hand and cannot move.

Each Unit is depicted on a Unit Card containing all of the information for that unit:

Dice Icon – Color what color of d6 that is rolled in combat. Symbol indicates which d6 result is a hit.

Banner – Color coded for the Classes of unit. These are also color coded to the Shires where that unit can be Mustered. This unit is a Men-At-Arms Knight

Special Abilities—Some units have special abilities.

Unit Graphic—Shows the type of unit.

Muster Cost – The number of resources required to Muster this unit from the Muster pool

Special Ability Symbols



Unit may not move or be in a Standing Army



Unit takes 2 hits in one round of a battle or siege to kill



Unit blocks other side from retreating



MUSTERING GARRISON AND STANDING ARMY UNITS

Army units are **Mustered** into **Garrisons** and **Standing Armies** by your Envoys as an Envoy Action.

Garrisons are unit(s) stationed within Shires for defensive purposes. Garrison units are placed on the Garrison spaces of the Shire hex. They cannot move out of the Shire unless they are moved into an Envoy's Standing Army.

Standing Army units are offensive armies that accompany your Envoys. They are placed on the Standing Army spaces of your Player Card. Standing Army units move with the Envoy they are assigned to. They require players to pay Upkeep during the Feed and Upkeep phase.

Units are Mustered from the Bank. The number of each unit available is limited and it is possible to run out. Players may only Muster units in Shires they Control. The Envoy can Muster units to the Garrison or their Standing Army but not both. Units cannot be moved back and forth between Garrisons and Standing Armies during the Mustering process.

The Types of units available for Mustering is limited by the type of Shire they are being Mustered at. Militia may be Mustered in any Shire the player Controls. Men-at-Arms may only be Mustered at castles that the player Controls. Mercenaries may only be Mustered at Cities the player Controls. See Armies for an explanation of the unit types.

To Muster a Garrison unit pay the Muster Cost indicated on that Unit Card. Place the Unit Card into a card base and place it on an open Garrison space of the Shire hex. Repeat as many times as desired or until all of the Garrison spaces for that Shire are full.

Note: whenever you upgrade a Shire you may, as a free action, Muster 1 unit to its Garrison by paying the Muster cost.

To Muster a Standing Army unit pay the Muster Cost indicated on that Unit Card to the Bank. Place the Unit Card into a card stand and place it on one of the Standing Army spaces on your Player Card under the corresponding Envoy. Repeat as many times as desired or until all of the Standing Army spaces for that Envoy are full.

PAYING UPKEEP FOR STANDING ARMIES

You'll notice that the Standing Army spaces are numbered. Players must pay an **Upkeep** cost of 1 Food and 1 Gold per every 2 units in a Standing Army. This is paid during the Feed and Upkeep phase of the round. Any units that cannot be paid are removed and returned to the Bank. Players may return these units to the Bank to avoid paying Upkeep.

Note: It's a good idea to move Standing Army units into Garrisons whenever possible to avoid paying Upkeep. Having big armies is expensive and can quickly destabilize a realm.

EXCHANGING ARMY UNITS BETWEEN GARRISONS AND STANDING ARMIES

Throughout the course of a game it is necessary to move army units from a Garrison to a Standing Army and vice versa. Units may be **Exchanged** between the Garrison and Standing Army of an Envoy present in the Garrison's Shire. This is done as a free action. Units can be Exchanged to and from Garrisons over the entire path of an Envoy's movement. Shifting Standing Army units to Garrisons is a good way to avoid paying Upkeep.

The Men-At-Arms

The bravest and most trusted defenders of your realm. Professional warriors devoted to your rule.



Roll: 

Hit On: 

Cost:  1
 2
 1



Roll: 

Hit On: 

Cost:  1
 1
 1

Archers



Roll: 

Hit On: 

Cost:  1

Blocks Retreat  3

Takes 2 Hits in 1 Round to Kill  2

Knights

The Mercenaries

The deadliest of warriors from lands afar, selling their blood to the highest bidder. But can they be trusted?



Roll:

Hit On: or

Cost: 4

Soldiers



Roll:

Hit On: or

Cost: 3

Archers



Roll:
Hit On: or

Cost: 6

Blocks Retreat

Knights

Battles, Sieges, and Raids

INITIATING BATTLES, SIEGES, AND RAIDS

Envoys with Standing Armies may initiate an **Attack** as one of their actions. Attacks made on another Standing Army are called **Open Field Battles**. Attacks made on a Garrison are called **Sieges**. **Raids** are used to destroy an opponent's Fields.

To initiate an Open Field Battle a player moves one or more of their Envoys with a Standing Army into the same Shire as an opponent's Envoy with a Standing Army and declares that they are initiating an Open Field Battle (battles do not happen automatically). All units of the attacker and defender present in the Shire will be involved in the battle. If multiple players have Standing Armies in the Shire then the active player chooses which player to attack. Units of other players that are present in the Shire may join the battle on the side of either the attacker or defender with their permission.

To initiate a Siege a player moves one or more of their Envoys with a Standing Army into a Garrisoned Shire Controlled by an opponent and declares that they are initiating a Siege (Sieges do not happen automatically). The Shire must be free of the Controller's Standing Armies. All units of the attacker and defender present will be involved in the Siege. Units of other players that are present in the Shire may join the battle on the attacker's side with the permission of the attacker. **The defender of a Siege may Muster one militia unit to help defend the Shire. They do so by paying the Muster cost and adding the unit to the Garrison. It does not require an open Garrison spot. This unit is discarded if it survives the Siege.** A Siege may be blocked by the presence of a Standing Army of a player other than the Shire's Controller. This player can declare that they are blocking the Siege attempt. No Siege can occur until the blocker's Standing Army is defeated in an open Field battle.

To initiate a raid a player moves one or more of their Envoys with a Standing Army into a Garrisoned Shire Controlled by another opponent and declares that they are initiating a raid (raids do not happen automatically). The raiding player then removes the Field token from the Shire and adds 2 Food to their supply.

RESOLVING OPEN FIELD BATTLES

Open Field Battles are fought between attacking and defending sides by rolling **Battle Dice**. Each battle consists of up to 4 rounds. The number of dice rolled by each unit and icon needed for a hit is indicated on its unit card.

Round 1: Both sides roll simultaneously for any Archers in their armies. Simultaneously discard 1 unit for each hit rolled by the opponent. Discarded units are returned to the Bank. Either side may choose to retreat after discarding hit units. A side cannot retreat if the opponent's army contains any remaining Knights.

Round 2: Both sides roll simultaneously for any Soldiers or Knights in their armies. They then simultaneously discard any hit units. Either side may choose to retreat after discarding hit units. A side cannot retreat if the opponent's army contains any remaining Knights.

Round 3: Repeat the process of round 2.

Round 4: Repeat the process of round 2.

The battle ends if all of the units of one side are discarded, one side retreats, or the attacker and defender have units remaining after round 4 (a draw). A Victor is the player who eliminates all of their opponent's units or forces them to retreat. All players of the Victor's side receive a +1 Favor token.

RESOLVING SIEGES

Sieges are fought between attacking and defending sides by rolling Battle Dice. Like Open Field battles each Siege consists of up to 4 rounds. The number of dice rolled by each unit and icon needed for a hit is indicated on its unit card. Sieges are slightly different in that defending archers always fire and defenders may never retreat.

Round 1: Both sides roll simultaneously for any Archers in their armies/Garrison. Simultaneously discard 1 unit for each hit rolled by the opponent. Discarded units are returned to the Bank. The attacker may choose to retreat after discarding hit units. they cannot retreat if the defender's army contains any remaining Knights.

Round 2: The Attacking side rolls for any Soldiers or Knights in their armies. The defender rolls for ANY unit in their Garrison (including archers). Both sides simultaneously discard any hit units. The attacker may choose to retreat after discarding hit units. they cannot retreat if the defender's army contains any remaining Knights.

Round 3: Repeat the process of round 2.

Round 4: Repeat the process of round 2.

The battle ends if all of the units of one side are discarded, the attacker retreats, or the attacker and defender have units remaining after round 4 (a draw). A Victor is the player who eliminates all of their opponent's units or forces them to retreat. All players of the Victor's side receive a +1 Favor token.

RETREATING

Retreating Armies remain on the Shire hex where the battle occurred. The attacking army may not make any further actions this turn.

Players may be **Blocked** from retreating if their opponent's army contains at least one Knight unit. Blocking is at the opponent's discretion

ROLLING FOR MERCENARIES

Mercenary units are foreign fighters hired by players to fight for their realms. Because of this their loyalty can be questionable. Sometimes a mercenary unit may choose to **Flee** rather than fight for a losing cause! This can only happen when mercenary units are the only type of unit remaining on an attacker or defender's side. Any Mercenary units that roll a  die in this situation are immediately discarded.

For example, an attacking army contains 1 Militia and 2 Mercenary units. In round 1 one of mercenary die rolled is a . However, since this army contains a Militia unit no mercenaries are discarded.

In round 2 this army suffered 1 hit and the Militia unit is discarded. Now any  rolled in subsequent rounds will result in a Mercenary unit being discarded.

DEFENSELESS SHIRES

Shires under player Control that do not have Garrisons are considered **Defenseless**. They can still be attacked with one of the following results:

- 1) The Defender may Muster a unit to defend triggering a Siege.
- 2) The Defender chooses not to defend. In that case the attacker may pay the Influence value of the Shire and take Control of it.

BATTLE EXAMPLE

The Attacker begins with 1 Militia Archer, 3 Militia Soldiers, and 1 Men-at-Arms Knight.

The Defender has 1 Mercenary Knight, 1 Men-at-Arms Archer, and 2 Militia Soldiers

ROUND 1:

The attacker rolls 1 militia d6s for his archer. He score 1 hit.

The defender rolls 1 Men-at-Arms d6 for their archer. It misses. The defender discards her Men-at-Arms Archer.

ROUND 2:

The attacker rolls 3 Militia d6s for their Soldiers and 1 Men-at-Arms d6 for the Knight. He scores 2 hits.

The defender rolls 2 Militia d6s for their Soldiers and 2 Mercenary d6s for their Knight. She scores 4 hits.

The attacker discards his 3 Militia Soldiers and Archer. The Defender discards both Militia Soldiers. The Attacker wants to retreat but can't because of the attacker's Knight.

Round 3:

The attacker rolls 1 Men-at-Arms d6 for his Knight and misses.

The defender rolls 2 Mercenary d6s for her Knight. She scores 1 hit but also rolls a .

The defender discards her Knight because she has no Militia or Men-at-Arms units remaining to keep the Mercenary Knights from fleeing. The attacker does not discard his Knight because it takes 2 hits in one round to kill a Men-at-Arms Knight and the defender only had 1 hit.

The battle is over. The defender has lost all of her units. The attacker is the Victor and gains a +1 Favor Token.

PHASES OF THE TURN

- 1) Clear Favor
- 2) Plant Fields
- 3) Produce Goods
- 4) Make Royal Decree and Envoy Actions in Turn Order
- 5) Harvest Fields
- 6) Feed Shires and Pay Standing Army Upkeep
- 7) Determine First Player
- 8) Advance The Turn Marker

ROYAL DECREE ACTIONS

- Upgrade a Shire
- Build or Upgrade a Building
- Remove a Revolt or Plague Token
- Gain 2 Favor
- Play an Allowable Proclamation Card

ENVOY ACTIONS

- Build or Upgrade a Building
- Remove a Revolt or Plague Token
- Trade with Opponent or Trade Cart
- Influence a Shire
- Explore
- Muster Standing Army or Garrison
- Attack, Siege, or Raid
- Play an Allowable Proclamation Card

FREQUENTLY OVERLOOKED RULES

The game begins with the Phase Marker on Phase 4.

Siege Defenders may Muster 1 militia unit by paying the Muster cost. The unit is discarded if it survives the Siege.

The Victor(s) of battles and Sieges gain a +1 Favor token.

Successful influence rolls gains a +1 Favor token.

Unsuccessful Influence rolls can be rerolled by paying the Influence cost again. Skulls cannot be rerolled.

Revolting Shires do not produce resources. However, They must still be fed during the Feed Shires phase.

Ransom is paid at the start of the captor's turn of phase 4. The ransomed Envoy is returned to a Shire Controlled by the owner but chosen by the captor.

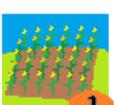
Players can only be affected by 1 Rats! token per turn. If 2 are drawn the second is ignored. However, if 2 or more are drawn and one is countered by a Proclamation card the second still takes affect.

Shires gain a Revolt token if they contain a plague token at the end of the Controller's turn.

Players lose Control of a Shire if it contains a Revolt token at the end of their turn. The Shire reverts to neutral and any Garrison units present are discarded.

Votes Awarded For Shires Controlled			
Hamlet	Village	Castle	City
1	2	3	4

Guide to Common Symbols

	Food		Plague		Successful Influence Attempt
	Favor		Revolt		Unsuccessful Influence Attempt
	Gold		Small Farm		End of Influence Attempt / Envoy Captured
	Wood		Large Farm		Mercenary unit is fleeing
	Iron		Trade Cart		Unit may not move or be in a Standing Army
	Stone		Proclamation Cards		Unit takes 2 hits in one round of a battle or Siege to kill
	Feeding/Upkeep Food		Upkeep Gold Cost		Unit blocks other side from retreating