

Lord of the Shires

A medieval strategy board game for 2 to 6 players

Great Britain, c. 1200 · print and play

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Also free to play on a computer or phone at lordoftheshires.com

The aim

Each player leads a noble house in Great Britain around the year 1200. Grow rich from your shires, raise armies and take the realm. You win by:

- **the crown:** holding three quarters of the land (47 of the 62 shires) from the end of your turn until your next turn comes round, so every other house gets one turn to stop you;
- being the **last house standing**; or
- holding the **most shires when the last season ends** (a tie goes to the stronger castle at the capital).

1. What you need

Print: the board (4 sheets), the pieces (one sheet for every two houses, and the bank), the cards, a player tray for each player and the Battle Reckoner. Thin card is best for pieces and cards.

Make the board: trim the dotted edges, lay the four sheets out and glue each shaded strip under its neighbour.

You also need one ordinary six-sided die for each player, and a few more to count sieges.

Each house has: its pieces (15 Villages, 10 Towns, 5 Boroughs, 6 Towers, 3 Castles, 2 Great Castles, 1 Royal Fortress, 3 Ports, 2 Marketplaces, 5 Walls, 3 City Walls), strength tokens of 1, 5, 10 and 50, a Capital marker and 38 shire markers with its shield.



The bank holds the Timber, Stone and Food tokens, the event cards and the markers.

2. Setting up

1. Each player picks a house, and takes its pieces and a tray. Put the pieces in the box on your tray.
2. Choose the length: a **short game** of 20 seasons (about 2 to 3 hours) or the **full game** of 40. Put a marker on season 1 of the track round the board.
3. Decide whether to play with events, now and then or often (see 8).
4. Roll for the order of play, highest first. Then, **in reverse order**, each house picks a capital: any shire at least two shires away from every other capital. The last house to pick plays first.
5. Each house starts with a **Tower**, a **Village** and **1 strength** in its capital, its Capital marker, and **5 Timber, 5 Stone and 5 Food** on its tray.

The King's Peace. All of Year 0 (the first four seasons) is peaceful: you may claim open land, build and muster, but no house may enter another's shires or attack its armies until Spring, 1 LY.

3. A season

Each season every house takes one turn, in order. When the last house has played, move the season marker on. If you play with events, the first player rolls for an event before anyone plays (see 8).

Your turn

I. Collect. Each of your settlements pays its shire's good: a Village 1, a Town 2, a Borough 4. Forest pays Timber, Hills Stone and Farmland Food, as the colours on the board show. Your capital pays Timber, Stone and Food alike, whatever its land. A settled shire you took from another house pays nothing until you have held it for a season: put a *Newly taken* marker on it, and take it off at the start of your next turn.

II. Muster. Fresh strength joins you. Add up:

- a third of your shires that have a settlement, rounded down (at least 3);
- the number on the board beside each realm you hold whole;
- 1 for every 6 shires you hold fewer than the biggest house.

III. Place it at your castles, as much at each as you like. Whatever you leave in hand goes to your capital at the end of your turn.

IV. Build, trade and march, in any order and as often as you can afford.

V. In Winter, at the end of your turn, keep at most 10 of each good. Every 5 goods over the limit raise 1 strength at your capital (or another of your castles if it is besieged); fewer than 5 left over spoil. The rest of the year you may save as much as you like.

Holding shires

A shire is yours while one of your pieces is in it. When your army leaves a shire with no settlement or castle of yours, put a shire marker there so everyone can see it is still yours. A shire with no pieces at all is **open land**.

A house with no shires and no armies is out for good.

Strength

Armies are strength tokens: 1, 5, 10 and 50. An army's strength is the sum of its tokens; make change from your box whenever you need to. Troops come only from your muster, never from your stores, and serve until they fall. There is no upkeep.



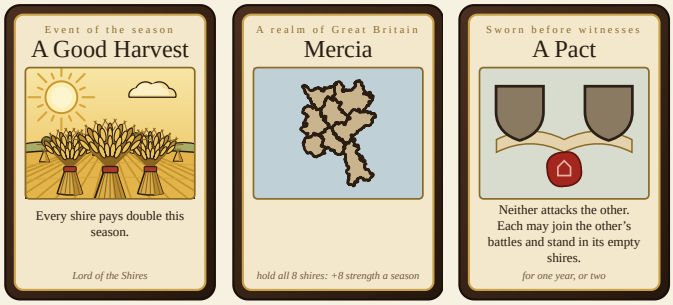
The season track runs round the board. Year 0 is the King's Peace; the blue boxes are Winters.

4. Building

You can only build in shires you hold, paying the prices in the Ledger on your tray to the bank.

- Each shire has **one settlement**, which grows from Village to Town to Borough. An upgrade puts the smaller piece back in your box, so a Town frees a Village.
- A **castle** grows from Tower to Castle to Great Castle to Royal Fortress. Your muster is placed at your castles.
- A **Marketplace** or **Port** needs a settlement first, and Ports only stand on the coast. A shire may have both.
- **Walls** can be built on a Town or Borough without a castle, and raised to **City Walls** on a Borough.

Your pieces are limited. When all of one kind are on the board, you cannot build another until one comes back. A shire you take keeps its buildings only if you have the pieces for them; otherwise they fall to ones you have, or are lost.



An event card, a realm card and a pact card.

5. Marching and battles

Each troop marches **one shire per turn**, across any land border or by a **ferry** (the dashed lines with a boat). Other water cannot be crossed. Stepping into a shire claims it, even an enemy shire with no troops in it.

Split an army to send only some of its troops; the rest stay behind as their own army. An army can split only once in each shire per turn: after that, the troops left behind can only march on together. An army that wins a battle and marches on can split once more in the shire it took. Armies of the same house that meet join together.

Cut off. An army with no chain of your shires back to your capital or a settlement fights at ×¾.

A battle. March into another house's army to fight. Each side takes its strength (with any walls), rolls one die and finds its total on the **Battle Reckoner**:

Roll	1	2	3	4	5	6
Strength	−25%	−10%	no change	no change	+10%	+25%

The higher total wins. The loser's army is destroyed. The winner loses strength equal to half the loser's, rounded up. A winning attacker may march on. In a draw nobody is lost and the attacker falls back.

Together. When you march on an enemy, your other armies that border it may join in: their strengths add up and all of them march in. In a draw each falls back to where it came from.

6. Walls, castles and sieges

Castle	Walls	Starves after
Tower	×1½	1 round
Castle	×2	2 rounds
Great Castle	×2½	4 rounds
Royal Fortress	×3	8 rounds

Town walls. Walls make an army defending a Town or Borough count ×1½ in battle, City Walls ×2. They are not a castle: no muster is placed there, there is no siege, and where a castle stands its own walls count instead.

An **empty castle** is simply taken.

To **approach** a defended castle you need the garrison's strength + 1. Then **storm** the walls (a battle where the garrison counts × its walls), or **lay siege**: put a siege marker on the castle with a die showing 1, and turn it up by one at the start of each of your turns. A besieged shire produces nothing. The garrison surrenders when it starves, unless it **breaks out** (fighting without its walls) or a relief army beats the besiegers.

If your **capital falls**, your seat moves to another of your castles. Take a house's capital and you **sack** it: half its Timber, Stone and Food are yours, once a year. **Topple a house** and whoever took its last shire gets everything it had left.

7. Realms, pacts and trade



Realms have thick borders and a name with a number. Hold every shire of Wales and your muster grows by 6 a season.

Realms. The land is divided into 8 realms. A house that holds every shire of a realm adds its number to its muster each season, as long as it keeps them all. Allies do not share a realm.

Trade. Barter freely with any house during your turn. A Marketplace lets you trade with the bank at 4 : 1 and a Port at 3 : 1; each makes one trade a turn.

Pacts. On your turn you may offer another house a pact for a year (4 seasons) or two (8); it answers at once. Take a pact card and note the season it ends. Each house may have one ally at a time.

- Allies cannot attack each other. When you attack, your ally's armies that border the target may join (not the garrisons of its castles), and when you are attacked they may come to your aid. After the battle each side keeps its share of the survivors.
- An army may stand in an ally's empty shire; the shire stays the ally's.
- A pact ends at its term, when an ally claims the crown, when an ally falls, or when only the two allies are left.
- **Treachery.** On your turn you may break a pact. Take an Oathbreaker card: for 4 seasons no house will swear a pact with you, and you fight at half your strength against everyone. Your armies standing in your former ally's shires take them; its armies in yours march home.

8. Events

Events are optional. Shuffle the 15 event cards face down. At the start of each season, before anyone plays, the first player rolls a die:

- **now and then:** on a 6, turn over the top event card;
- **often:** on a 5 or 6.

The event lasts that one season, for every house alike. Put it face up beside the board, and shuffle it back into the pile when the season ends.

When an event names a shire or houses, choose them by lot: number the ones it could be and roll. **Plague** strikes a settled shire; put the plague marker on it. **A Royal Wedding** joins two houses that are not allied in a pact for a year. **Rebellion** strikes the biggest house's shire farthest from its capital, with no army or castle: it becomes open land.







9. Winning

The crown. When a house holds 47 shires at the end of its turn, it lays claim to the crown: put the Crown card in front of it. Every other house gets one turn to take a shire from it. If it still holds 47 when its own turn comes round, it is crowned and wins at once. The crown is always won alone.

The last house standing wins.

When the last season ends (20 or 40), the house with the most shires wins. A tie goes to the house with the stronger castle at its capital.

Quick reference

Village 1 · Town 2 · Borough 4 · the capital pays all three goods
Muster: a third of settled shires (at least 3) + realms + catch-up
March one shire a turn; ferries are dashed lines
Battle: roll, read the Reckoner, higher total wins; winner loses half the loser's strength
Approach a castle with garrison + 1; storm or besiege
Winter: keep 10 of each good; every 5 over raise 1 strength
Crown: 47 of 62, held until your next turn

Lord of the Shires is also a free digital game for 1 to 6 players, with bots, online play, nine historic lands and the Campaign, at ***lordoftheshires.com.***

1	2	3	4
Spring, Year 0 *King's Peace*	Summer, Year 0 *King's Peace*	Autumn, Year 0 *King's Peace*	Winter, Year 0 *King's Peace*

40 Winter, 9 LY
keep 10 of each
the game ends

39 Autumn, 9 LY

38 Summer, 9 LY

37 Spring, 9 LY

36 Winter, 8 LY
keep 10 of each

35 Autumn, 8 LY



5 Spring, 1 LY

6 Summer, 1 LY

7 Autumn, 1 LY

8 Winter, 1 LY
keep 10 of each

9 Spring, 2 LY

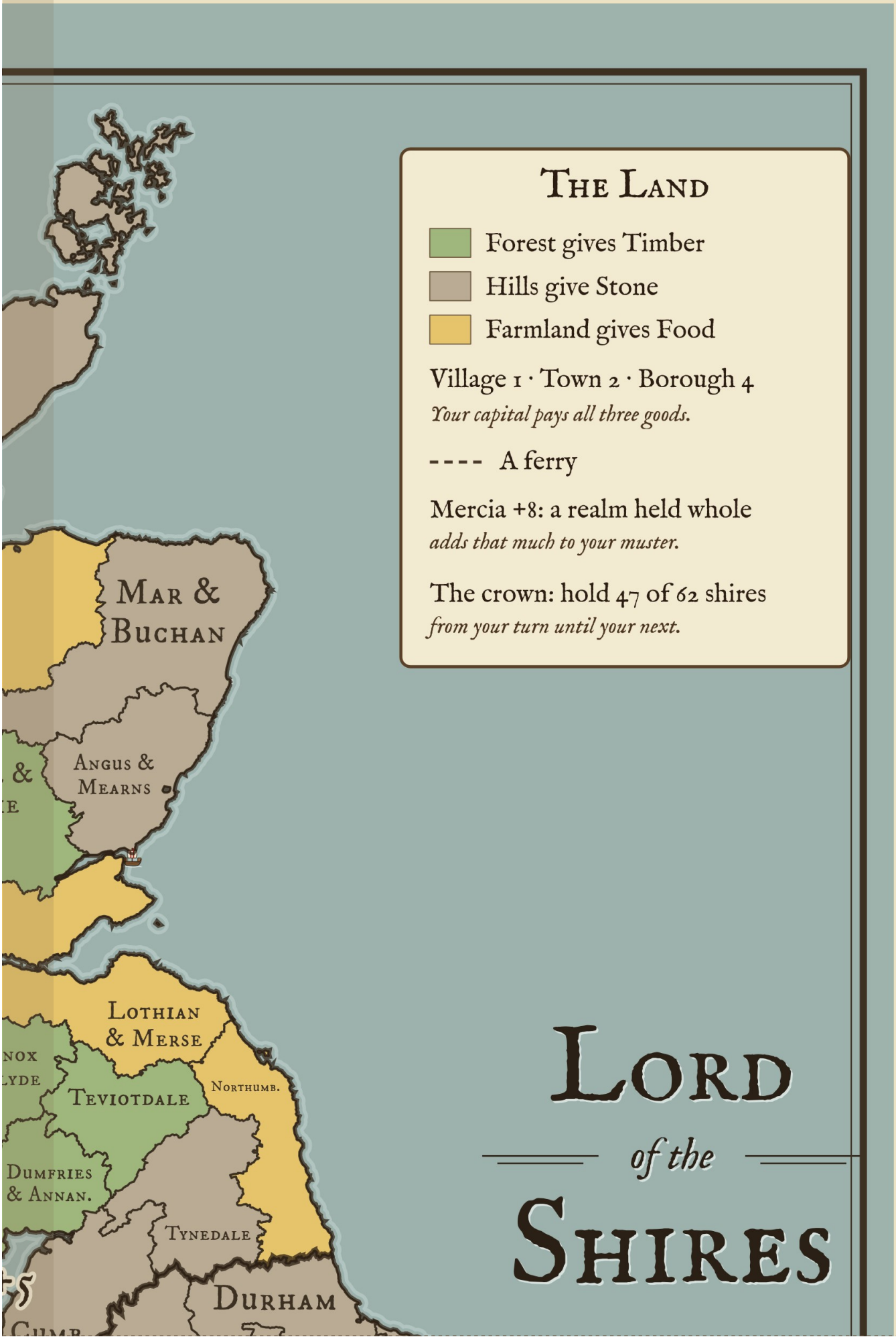
10 Summer, 2 LY

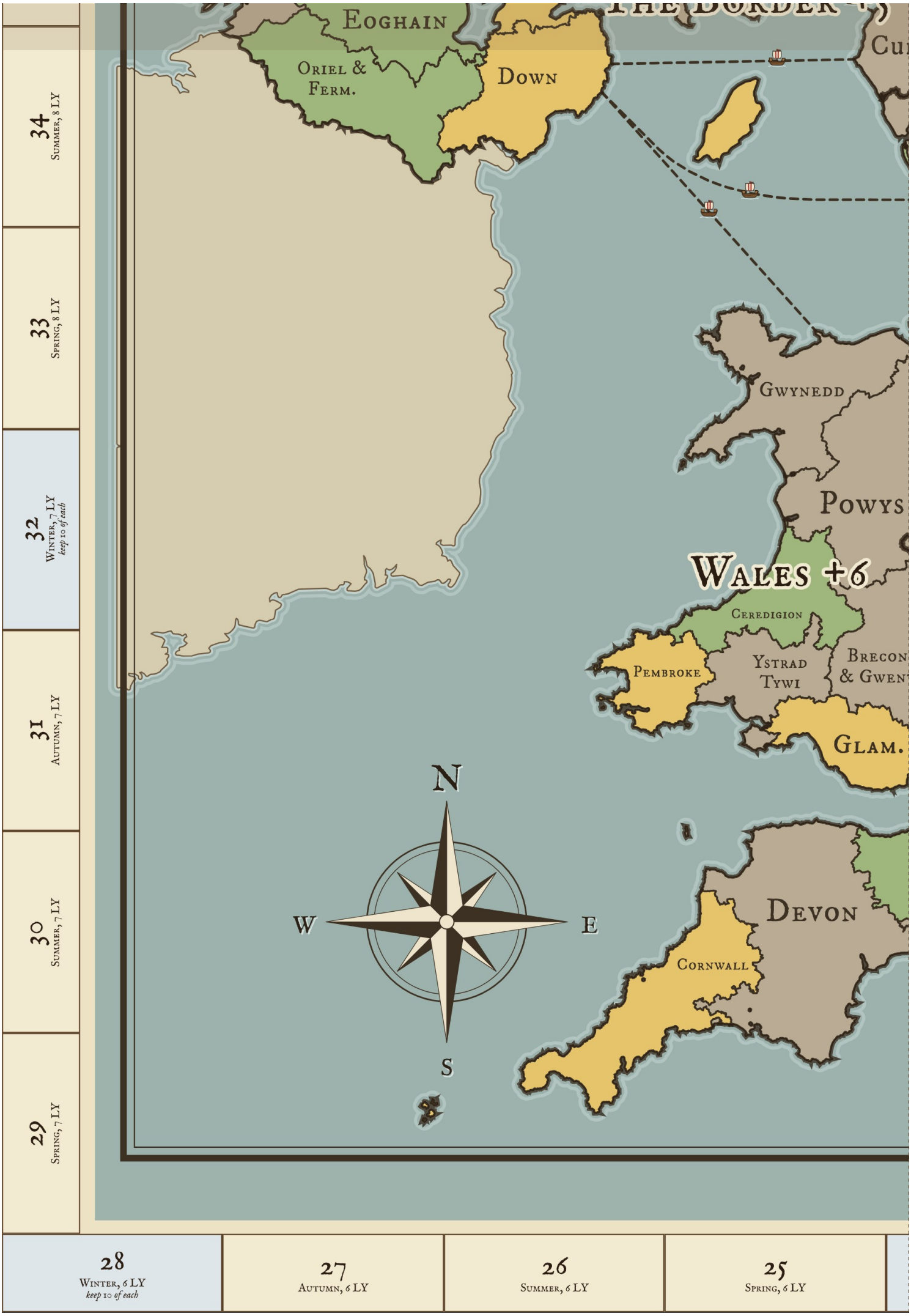
11 Autumn, 2 LY

12 Winter, 2 LY
keep 10 of each

13 Spring, 3 LY

14 Summer, 3 LY





34 Summer, 8 LY

33 Spring, 8 LY

32 Winter, 7 LY
keep 10 of each

31 Autumn, 7 LY

30 Summer, 7 LY

29 Spring, 7 LY

28 Winter, 6 LY
keep 10 of each

27 Autumn, 6 LY

26 Summer, 6 LY

25 Spring, 6 LY



15 Autumn, 3 LY

16 Winter, 3 LY *keep 10 of each*

17 Spring, 4 LY

18 Summer, 4 LY

19 Autumn, 4 LY

20 Winter, 4 LY *keep 10 of each short game ends*

24 Winter, 5 LY *keep 10 of each*

23 Autumn, 5 LY

22 Summer, 5 LY

21 Spring, 5 LY

House

Your tray: your stores, the pieces left in your box, and the prices

Your stores

Timber
from Forest

Stone
from Hills

Food
from Farmland

In Winter keep at most 10 of each; every 5 over raise 1 strength at your capital.

Your box

15 Villages	10 Towns	5 Boroughs	6 Towers
3 Castles	2 Great Castles	1 Royal Fortress	3 Ports
2 Markets	5 Walls	3 City Walls	**Muster** place it at your castles

Keep your unused pieces here. An upgrade puts the smaller piece back in your box.

The Ledger

	Timber	Stone	Food
Village	1	1	1
Town (upgrade)	1	2	2
Borough (upgrade)	2	3	3
Tower	1	3	
Castle (upgrade)	2	4	
Great Castle (upgrade)	3	6	
Royal Fortress (upgrade)	4	8	
Port (on the coast)	3	1	
Marketplace	1	1	1
Walls (Town or Borough)	1	3	1
City Walls (Borough)	2	4	2

Trade *freely with any house on your turn. Abroad: a Marketplace trades 4 : 1, a Port 3 : 1, each once a turn.*

Your muster = a third of your settled shires, rounded down (at least 3) + the number of each realm you hold whole (as on the board) + 1 for every 6 shires you hold fewer than the biggest house

I Collect · II Muster · III Place it at your castles · IV Build, trade and march · V Winter: keep 10 of each

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I Collect · II Muster · III Place it at your castles · IV Build, trade and march · V Winter: keep 10 of each

Print this page once for every two players.

The Battle Reckoner

First work out each side's strength: halve it for an Oathbreaker (×½), take a quarter off if it is cut off (×¾), and multiply a defender behind walls (×1½ to ×3), rounding down each time. Then each side rolls one die and finds its total on its row: 3 and 4 change nothing. The higher total wins.

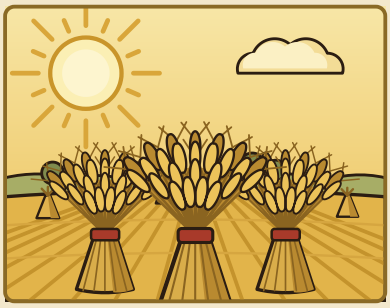
Strength	roll 1	roll 2	roll 5	roll 6	×½	×¾	×1½	×2	×2½	×3
1	0	0	1	1	0	0	1	2	2	3
2	1	1	2	2	1	1	3	4	5	6
3	2	2	3	3	1	2	4	6	7	9
4	3	3	4	5	2	3	6	8	10	12
5	3	4	5	6	2	3	7	10	12	15
6	4	5	6	7	3	4	9	12	15	18
7	5	6	7	8	3	5	10	14	17	21
8	6	7	8	10	4	6	12	16	20	24
9	6	8	9	11	4	6	13	18	22	27
10	7	9	11	12	5	7	15	20	25	30
11	8	9	12	13	5	8	16	22	27	33
12	9	10	13	15	6	9	18	24	30	36
13	9	11	14	16	6	9	19	26	32	39
14	10	12	15	17	7	10	21	28	35	42
15	11	13	16	18	7	11	22	30	37	45
16	12	14	17	20	8	12	24	32	40	48
17	12	15	18	21	8	12	25	34	42	51
18	13	16	19	22	9	13	27	36	45	54
19	14	17	20	23	9	14	28	38	47	57
20	15	18	22	25	10	15	30	40	50	60
21	15	18	23	26	10	15	31	42	52	63
22	16	19	24	27	11	16	33	44	55	66
23	17	20	25	28	11	17	34	46	57	69
24	18	21	26	30	12	18	36	48	60	72
25	18	22	27	31	12	18	37	50	62	75
26	19	23	28	32	13	19	39	52	65	78
27	20	24	29	33	13	20	40	54	67	81
28	21	25	30	35	14	21	42	56	70	84
29	21	26	31	36	14	21	43	58	72	87
30	22	27	33	37	15	22	45	60	75	90
31	23	27	34	38	15	23	46	62	77	93
32	24	28	35	40	16	24	48	64	80	96
33	24	29	36	41	16	24	49	66	82	99
34	25	30	37	42	17	25	51	68	85	102
35	26	31	38	43	17	26	52	70	87	105
36	27	32	39	45	18	27	54	72	90	108
37	27	33	40	46	18	27	55	74	92	111
38	28	34	41	47	19	28	57	76	95	114
39	29	35	42	48	19	29	58	78	97	117
40	30	36	44	50	20	30	60	80	100	120
41	30	36	45	51	20	30	61	82	102	123
42	31	37	46	52	21	31	63	84	105	126
43	32	38	47	53	21	32	64	86	107	129
44	33	39	48	55	22	33	66	88	110	132
45	33	40	49	56	22	33	67	90	112	135
46	34	41	50	57	23	34	69	92	115	138
47	35	42	51	58	23	35	70	94	117	141
48	36	43	52	60	24	36	72	96	120	144
49	36	44	53	61	24	36	73	98	122	147
50	37	45	55	62	25	37	75	100	125	150

Strength	roll 1	roll 2	roll 5	roll 6	×½	×¾	×1½	×2	×2½	×3
51	38	45	56	63	25	38	76	102	127	153
52	39	46	57	65	26	39	78	104	130	156
53	39	47	58	66	26	39	79	106	132	159
54	40	48	59	67	27	40	81	108	135	162
55	41	49	60	68	27	41	82	110	137	165
56	42	50	61	70	28	42	84	112	140	168
57	42	51	62	71	28	42	85	114	142	171
58	43	52	63	72	29	43	87	116	145	174
59	44	53	64	73	29	44	88	118	147	177
60	45	54	66	75	30	45	90	120	150	180
61	45	54	67	76	30	45	91	122	152	183
62	46	55	68	77	31	46	93	124	155	186
63	47	56	69	78	31	47	94	126	157	189
64	48	57	70	80	32	48	96	128	160	192
65	48	58	71	81	32	48	97	130	162	195
66	49	59	72	82	33	49	99	132	165	198
67	50	60	73	83	33	50	100	134	167	201
68	51	61	74	85	34	51	102	136	170	204
69	51	62	75	86	34	51	103	138	172	207
70	52	63	77	87	35	52	105	140	175	210
71	53	63	78	88	35	53	106	142	177	213
72	54	64	79	90	36	54	108	144	180	216
73	54	65	80	91	36	54	109	146	182	219
74	55	66	81	92	37	55	111	148	185	222
75	56	67	82	93	37	56	112	150	187	225
76	57	68	83	95	38	57	114	152	190	228
77	57	69	84	96	38	57	115	154	192	231
78	58	70	85	97	39	58	117	156	195	234
79	59	71	86	98	39	59	118	158	197	237
80	60	72	88	100	40	60	120	160	200	240
81	60	72	89	101	40	60	121	162	202	243
82	61	73	90	102	41	61	123	164	205	246
83	62	74	91	103	41	62	124	166	207	249
84	63	75	92	105	42	63	126	168	210	252
85	63	76	93	106	42	63	127	170	212	255
86	64	77	94	107	43	64	129	172	215	258
87	65	78	95	108	43	65	130	174	217	261
88	66	79	96	110	44	66	132	176	220	264
89	66	80	97	111	44	66	133	178	222	267
90	67	81	99	112	45	67	135	180	225	270
91	68	81	100	113	45	68	136	182	227	273
92	69	82	101	115	46	69	138	184	230	276
93	69	83	102	116	46	69	139	186	232	279
94	70	84	103	117	47	70	141	188	235	282
95	71	85	104	118	47	71	142	190	237	285
96	72	86	105	120	48	72	144	192	240	288
97	72	87	106	121	48	72	145	194	242	291
98	73	88	107	122	49	73	147	196	245	294
99	74	89	108	123	49	74	148	198	247	297
100	75	90	110	125	50	75	150	200	250	300

Over 100: look up the hundreds and the rest and add them (137 rolling a 6 is 125 + 46 = 171).

Event of the season

A Good Harvest



Every shire pays double this season.

Lord of the Shires

Event of the season

Blight



The crops fail: Farmland pays nothing this season.

Lord of the Shires

Event of the season

Plague



One settled shire and the shires around it pay nothing this season.

Lord of the Shires

Event of the season

Storms at Sea



No ferry sails, and ports trade only at 4 : 1 this season.

Lord of the Shires

Event of the season

The Great Fair

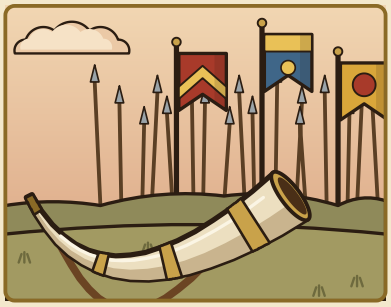


One more trade abroad each turn at 3 : 1, port or not. Ports trade at 2 : 1.

Lord of the Shires

Event of the season

A Call to Arms

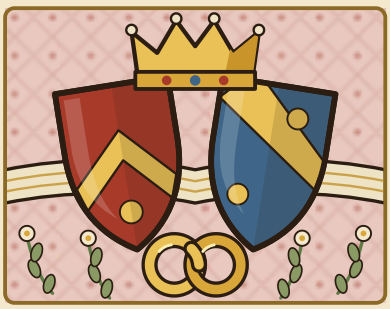


Every house musters 3 more strength this season.

Lord of the Shires

Event of the season

A Royal Wedding



Two houses that are not allied are joined in a pact for a year.

Lord of the Shires

Event of the season

Rebellion



The biggest house's farthest unguarded shire rises up and becomes open land.

Lord of the Shires

Event of the season

A Holy Truce



No house may attack another this season; open land may still be claimed.

Lord of the Shires

Event of the season

Flood



Coastal Farmland pays nothing this season.

Lord of the Shires

Event of the season

Rich Seams

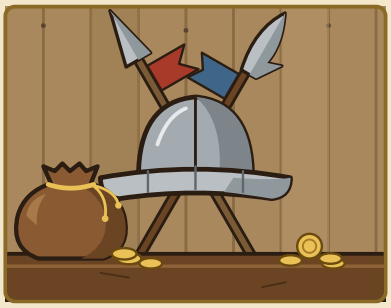


Hill settlements pay double Stone this season.

Lord of the Shires

Event of the season

Mercenary Bands



A house with a port or marketplace musters 2 more strength this season.

Lord of the Shires

Event of the season

The Masons' Guild

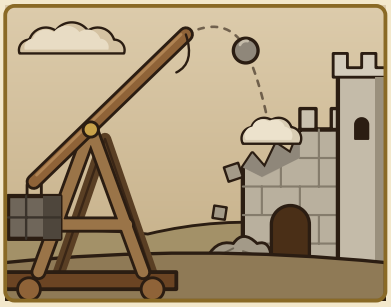


Walls and City Walls cost half their Stone this season, rounded up.

Lord of the Shires

Event of the season

Siege Engines



Town walls give no protection this season; castles still do.

Lord of the Shires

Event of the season

Desertions

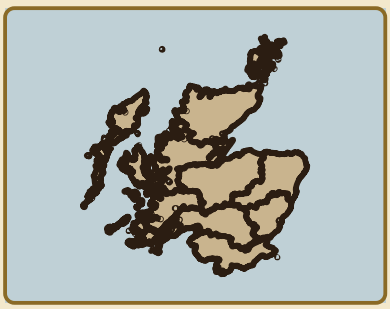


Every house musters 2 less strength this season, but never less than 1.

Lord of the Shires

A realm of Great Britain

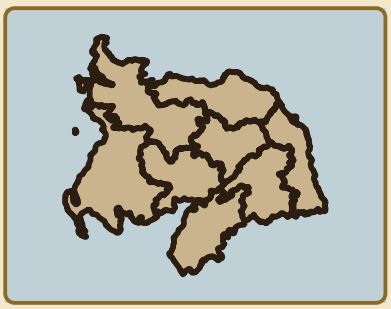
The Highlands



hold all 9 shires: +2 strength a season

A realm of Great Britain

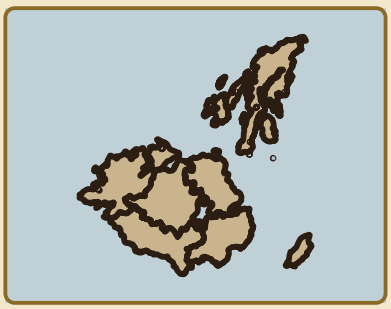
The Border



hold all 8 shires: +5 strength a season

A realm of Great Britain

Ulster



hold all 6 shires: +3 strength a season

A realm of Great Britain

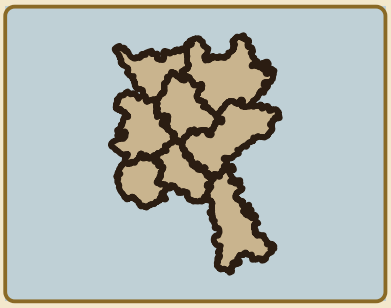
The North



hold all 10 shires: +8 strength a season

A realm of Great Britain

Mercia



hold all 8 shires: +8 strength a season

A realm of Great Britain

Wales



hold all 8 shires: +6 strength a season

A realm of Great Britain

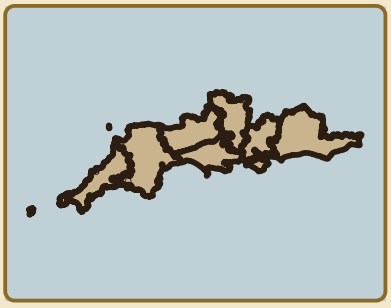
East Anglia



hold all 6 shires: +3 strength a season

A realm of Great Britain

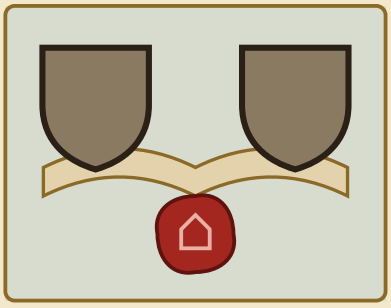
Wessex



hold all 7 shires: +2 strength a season

Sworn before witnesses

A Pact

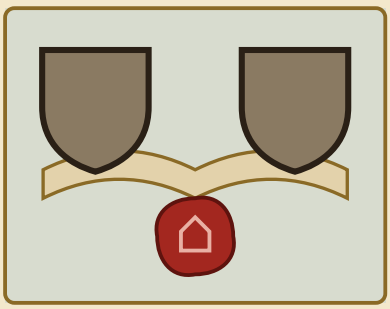


Neither attacks the other. Each may join the other's battles and stand in its empty shires.

for one year, or two

Sworn before witnesses

A Pact

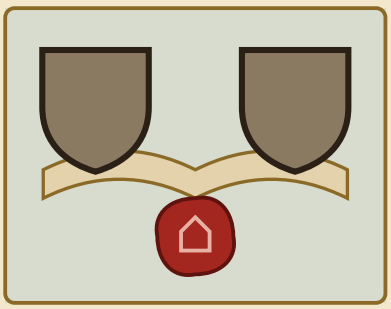


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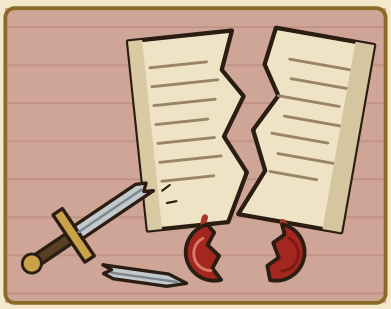


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Treachery

Oathbreaker



Fights at half its strength against everyone. No house will swear a pact with it.

for 4 seasons

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Oathbreaker



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for 4 seasons

Each season

Your Turn

I Collect: each settlement pays its shire's good, 1, 2 or 4. Your capital pays Timber, Stone and Food alike.

II Muster: a third of your settled shires (at least 3), plus the number of each realm you hold whole, plus 1 for every 6 shires you hold fewer than the biggest house.

III Place your muster at your castles.

IV Build, trade and march, in any order, as often as you can.

V Winter: keep 10 of each; every 5 over raise 1 strength.

then pass to the next house

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then pass to the next house

Walls and sieges

Castles

Castle	Walls	Starves
Tower	×1.5	1 round
Castle	×2	2 rounds
Great Castle	×2.5	4 rounds
Royal Fortress	×3	8 rounds
Town walls	×1.5	no siege
City walls	×2	no siege

To approach a garrison you need its strength + 1. Then storm the walls, or lay siege: a besieged shire pays nothing.

an empty castle is simply taken

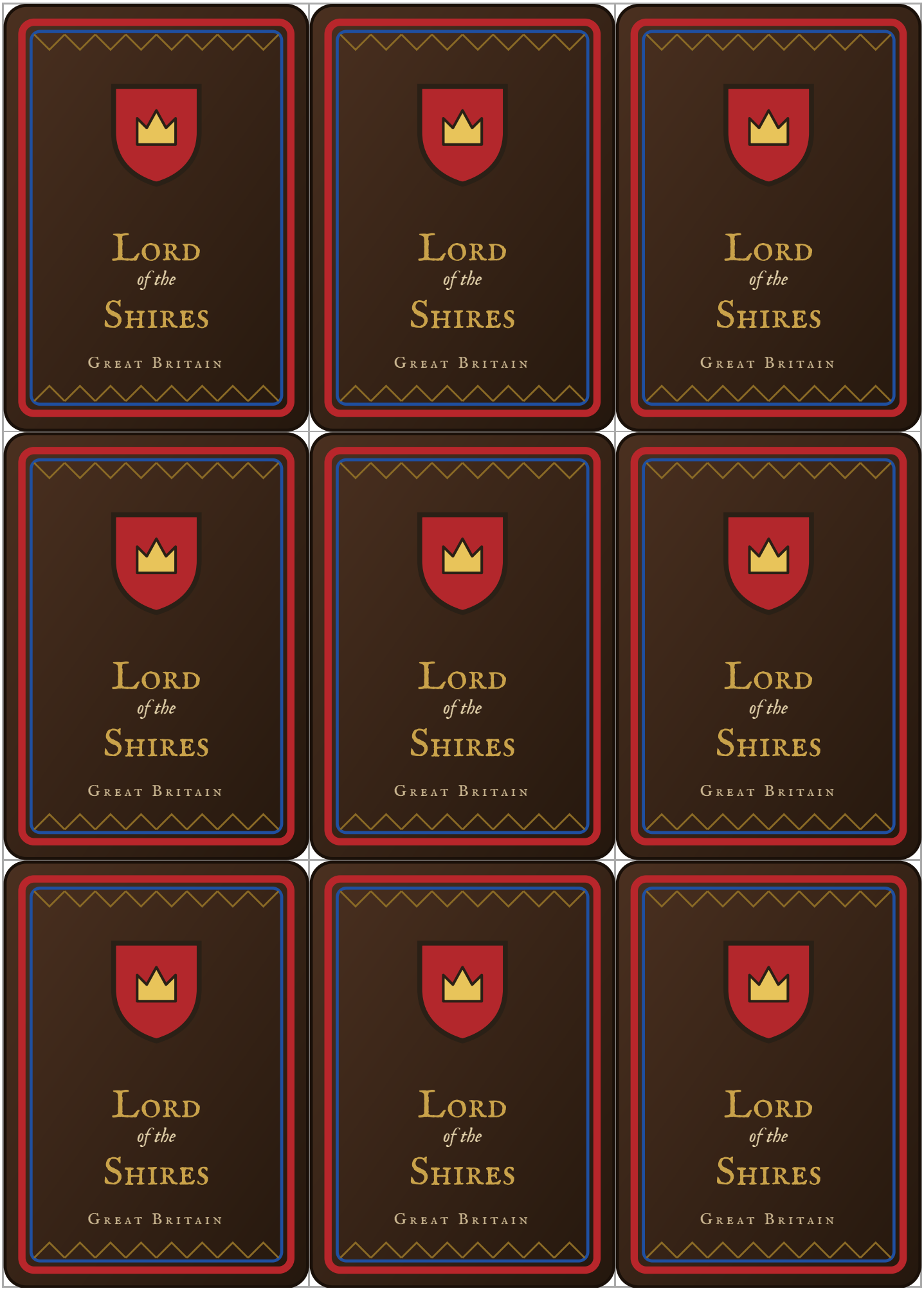
Hold 47 of 62 shires

The Crown

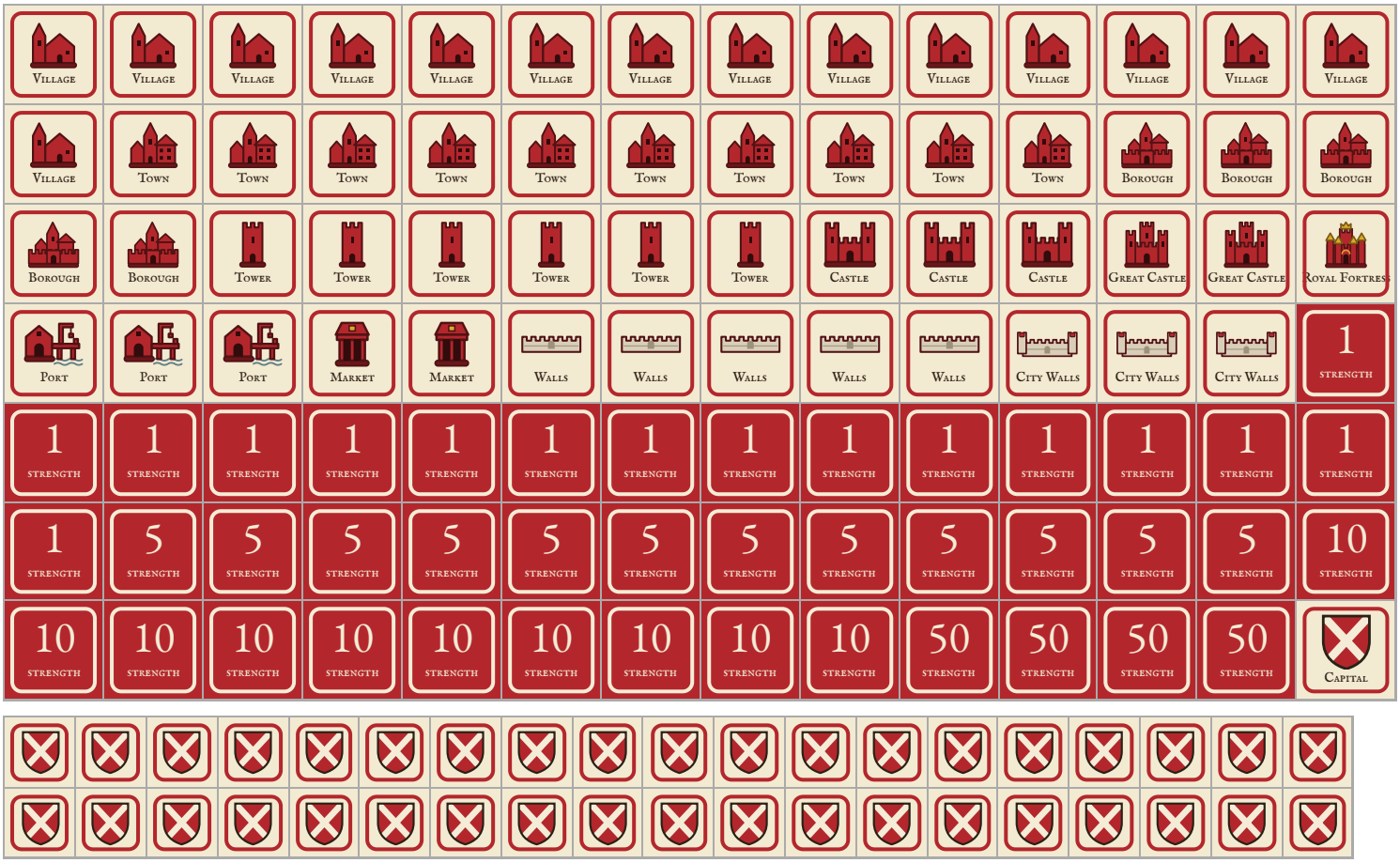
A house holding 47 shires at the end of its turn lays claim to the crown. Put this card before it.

Every other house has one turn to take a shire from it. If it still holds 47 when its next turn comes, it is crowned and wins.

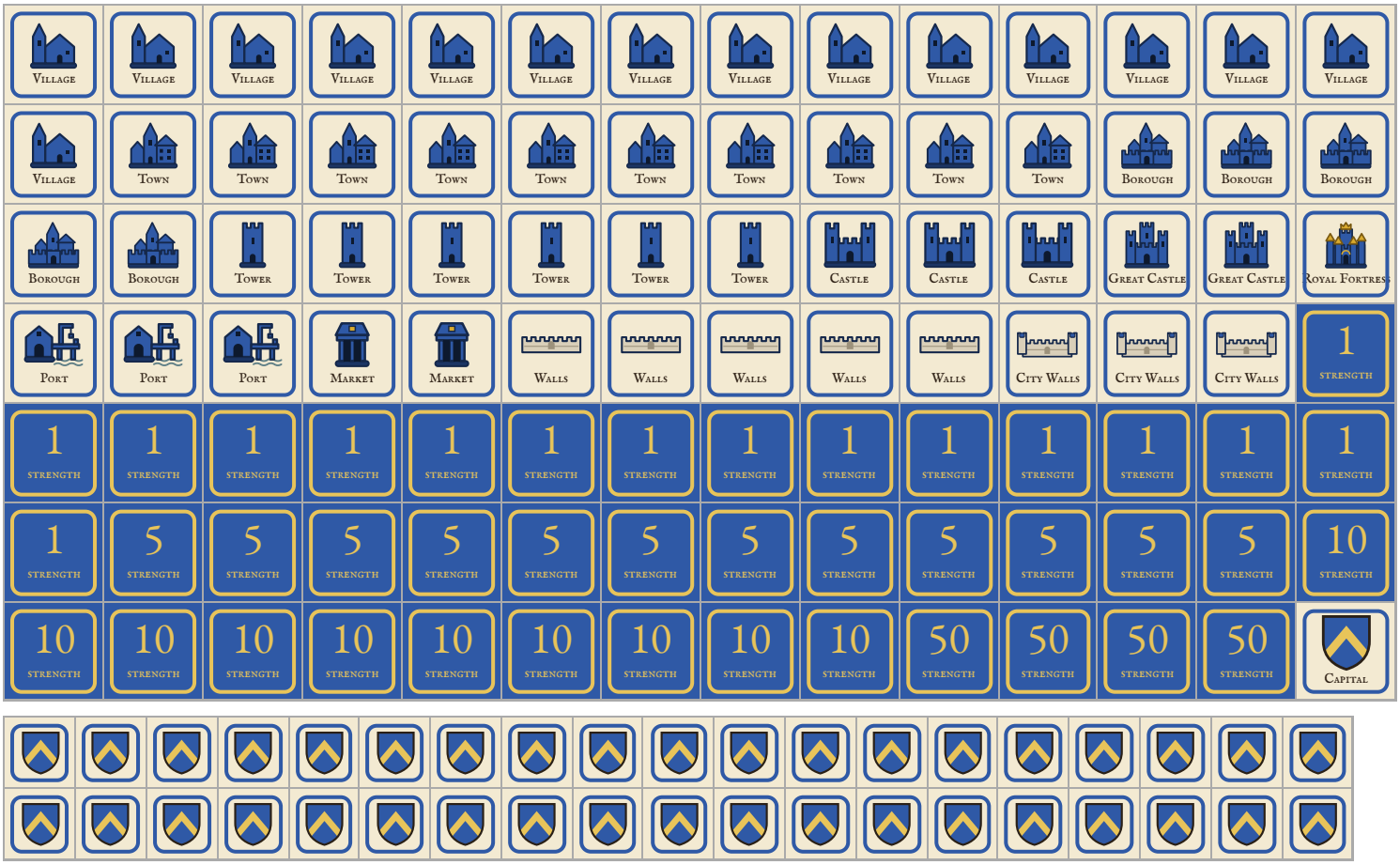
the crown is always won alone


Lord
of the
Shires
Great Britain

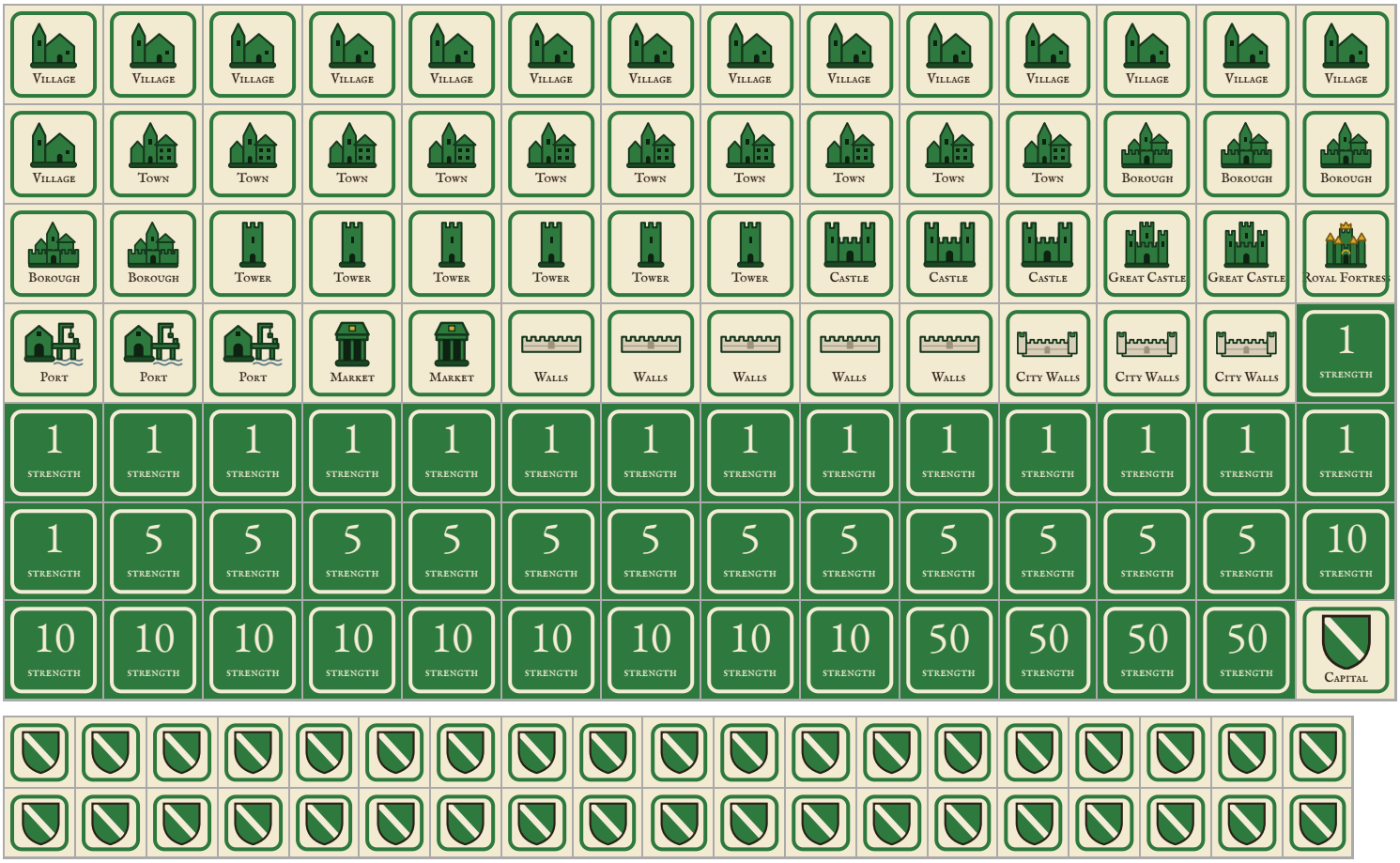
House Red · *98 pieces and 38 shire markers: cut along the grey lines*



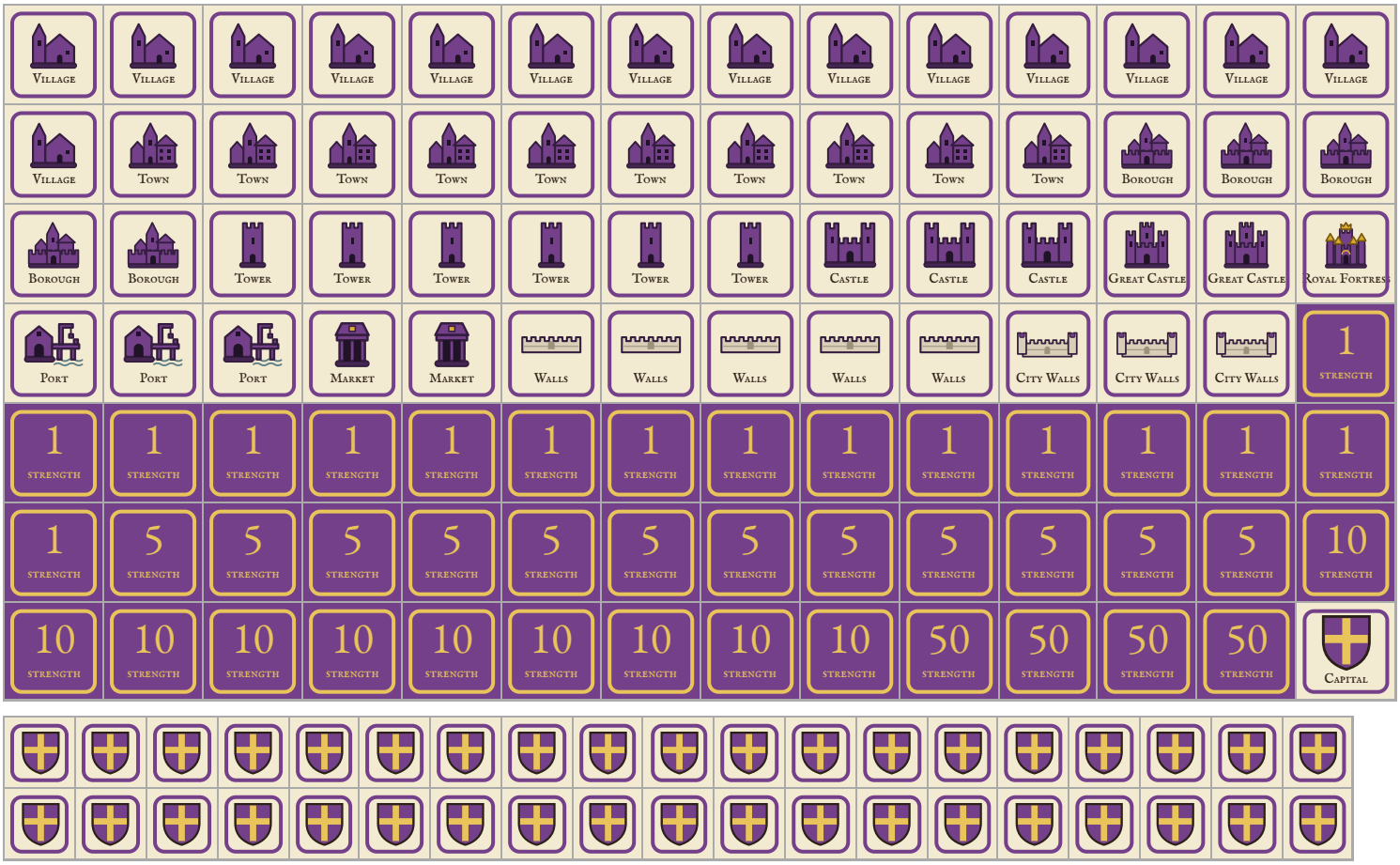
House Blue · *98 pieces and 38 shire markers: cut along the grey lines*



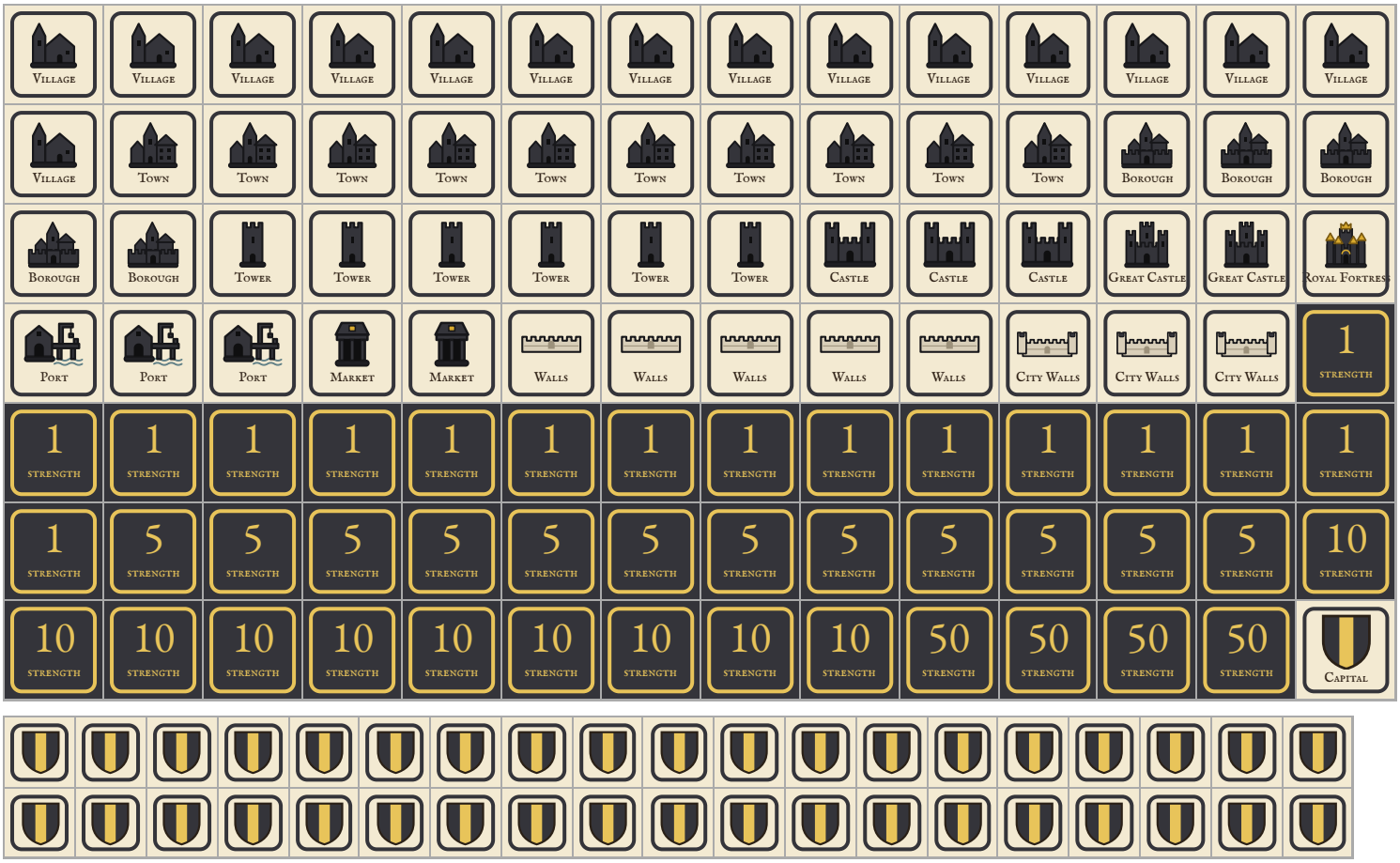
House Green · *98 pieces and 38 shire markers: cut along the grey lines*



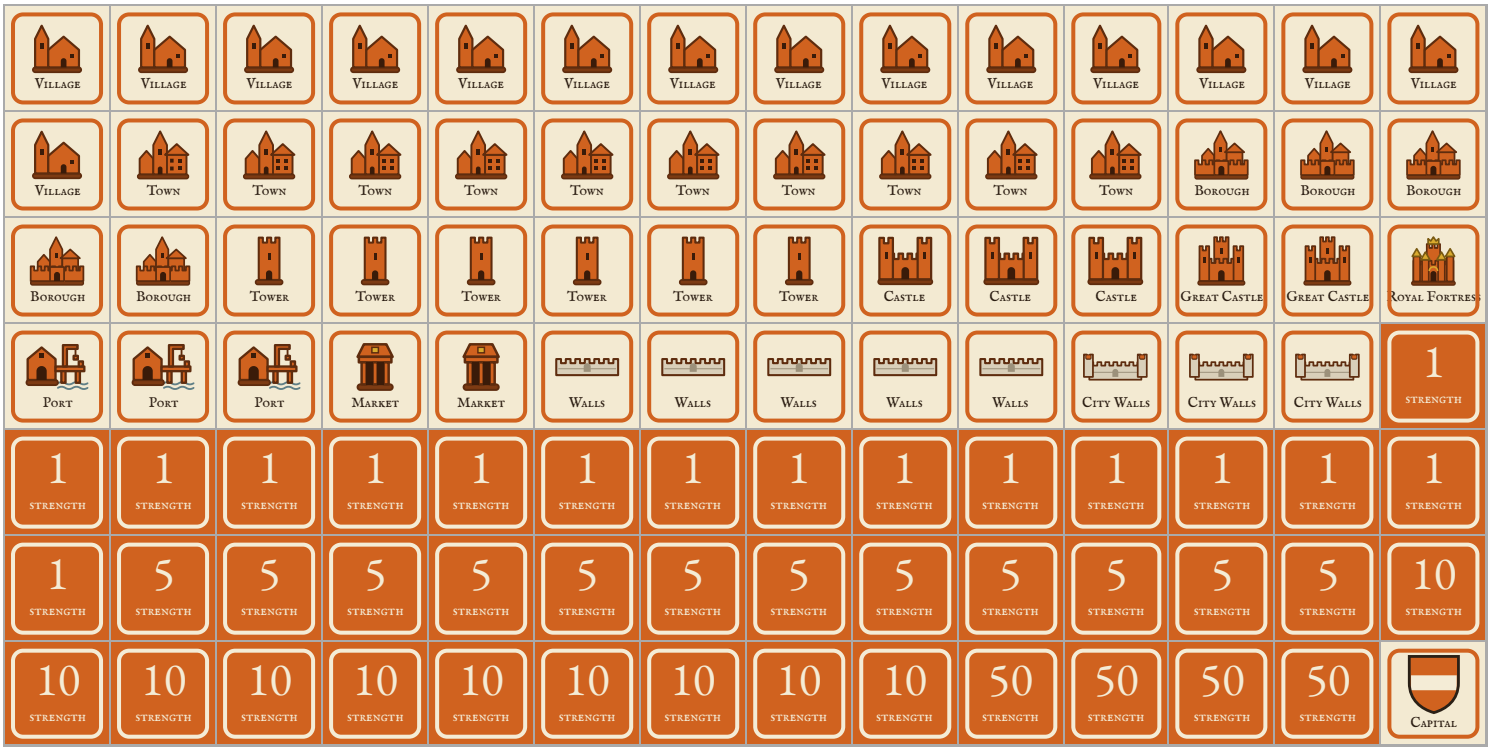
House Purple · *98 pieces and 38 shire markers: cut along the grey lines*

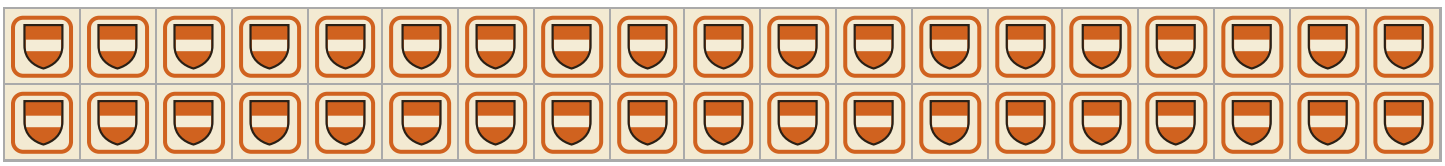


House Black · *98 pieces and 38 shire markers: cut along the grey lines*



House Orange · *98 pieces and 38 shire markers: cut along the grey lines*





The bank · *goods tokens for every house, and markers: cut along the grey lines*

1 Timber	1 Timber	1 Timber	1 Timber	1 Timber	1 Timber	1 Timber	1 Timber	1 Timber	1 Timber	1 Timber	1 Timber	1 Timber	1 Timber
1 Timber	1 Timber	1 Timber	1 Timber	1 Timber	1 Timber	1 Timber	1 Timber	1 Timber	1 Timber	1 Timber	1 Timber	1 Timber	1 Timber
1 Timber	1 Timber	5 Timber	5 Timber	5 Timber	5 Timber	5 Timber	5 Timber	5 Timber	5 Timber	5 Timber	5 Timber	5 Timber	5 Timber
5 Timber	5 Timber	5 Timber	1 Stone	1 Stone	1 Stone	1 Stone	1 Stone	1 Stone	1 Stone	1 Stone	1 Stone	1 Stone	1 Stone
1 Stone	1 Stone	1 Stone	1 Stone	1 Stone	1 Stone	1 Stone	1 Stone	1 Stone	1 Stone	1 Stone	1 Stone	1 Stone	1 Stone
1 Stone	1 Stone	1 Stone	1 Stone	1 Stone	5 Stone	5 Stone	5 Stone	5 Stone	5 Stone	5 Stone	5 Stone	5 Stone	5 Stone
5 Stone	5 Stone	5 Stone	5 Stone	5 Stone	5 Stone	1 Food	1 Food	1 Food	1 Food	1 Food	1 Food	1 Food	1 Food
1 Food	1 Food	1 Food	1 Food	1 Food	1 Food	1 Food	1 Food	1 Food	1 Food	1 Food	1 Food	1 Food	1 Food
1 Food	1 Food	1 Food	1 Food	1 Food	1 Food	1 Food	1 Food	5 Food	5 Food	5 Food	5 Food	5 Food	5 Food
5 Food	5 Food	5 Food	5 Food	5 Food	5 Food	5 Food	5 Food	5 Food	Newly taken	Newly taken	Newly taken	Newly taken	Newly taken
Newly taken	Newly taken	Newly taken	Newly taken	Newly taken	Newly taken	Newly taken	Siege	Siege	Siege	Siege	Siege	Siege	Siege
Siege	Plague												

Newly taken: a settled shire you take pays nothing until you have held it for a season; take the marker off at the start of your next turn. Siege: put it on the castle you besiege, with a die showing the rounds it has lasted.