



Shire

2-6 player, Ortus Regni variant



The largest and most powerful shire in Mercia is before you. The Burghs (towns) of the shire are unique, and each can provide certain important services to its overload. One Burgh is known for its great warriors, another for its persuasive lords and allies, another for its loyal and capable vassals. Take what Burghs you can, but choose wisely, with en eye on your own strengths and weaknesses.

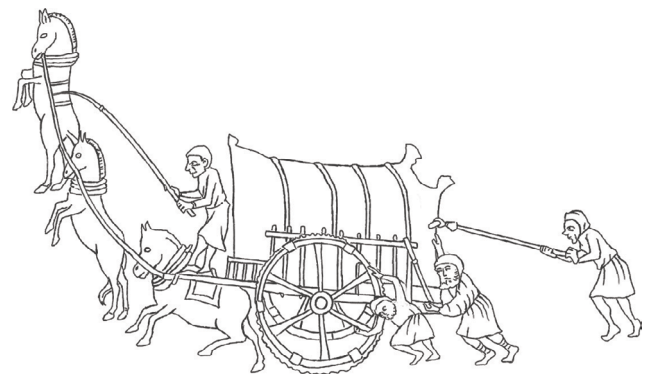
The normal Earl Card rules of Ortus Regni and the normal victory conditions apply; controlling a Burg in the Shire counts as Fief, and would **allow** you to remain the game even if all the Fiefs in your Earldom had been eliminated.

The Shire contains 5 fortified Burghs. Each of these can be captured separately. Each Burgh is equivalent to a **Castle**, strength 2, and also has **2 Infantry** automatically fielded on defense when it is attacked, so a Battle card will be drawn. Thus to capture a neutral Burg and Earl must send 4 damage points to Siege it successfully. Burghs do accept Ransoms (unlike the Vikings) but all Ransom payments are sent to the appropriate discard pile, and are not added to the Burg.

Place a colored Viking Bag cube on a captured Burg to indicate ownership; once a Burg is captured the 2 Infantry are gone, and the owning Earl must field their own forces to defend their prize. All Burghs in the Shire are beyond the protection of an Earls Towers.

The Earl Card shown on that Burgh is now **available** to that Earl at any time, with the following **restrictions**:

- ♦ The Vassal card can be used for any Battle, or Joust, or **once** per Political Struggle, but can **not** be sent as an Emissary, or placed as a Lord in a property.
- ♦ The Champion card can be used for any Battle, or Joust, but can not be placed as a Lord in a property.
- ♦ The Banner cannot be used to vie for King, **except** if spending it provides the final Banner card needed to win the King card. That is, this temporary Banner must be the one that earns the King card itself.
- ♦ The Banner can only be used **once** during your turn. You can use it to call a Joust, for example, but not **also** then use it, in the same turn, to Opt Out of that same Joust.



Once a Burgh has been captured, it still plays as a Castle, with strength 2, but it loses its two Infantry defenders and must be defended by its own Earl in battle (if desired). But, unlike a Castle, Face Cards cannot be installed in Burghs as Lords. A Burgh is outside of an Earls Towers – Towers do not defend Burgh – but an Earl may field whatever forces they normally can when defending their Burgh against opponents. The Vikings can be directed by an Earl to attack a Burgh, and if that Siege is successful the Burgh **reverts** to being neutral and unconquered again (i.e. it regains its two infantry defenders).

An Earl may possess any number of Burghs.

