

Rulebook

- full co-op and solo mode -

SOLO MODE

The solo mode cannot be combined with Sheriff's Men in Robin's Den, Golden Arrow, or Friar Tuck modules.

COMPONENTS

20 Solo Villain cards

1 Solo player board tile

OBJECTIVE

Play 5 rounds and complete the Scenario objective without losing. The losing conditions are the same as in the Semi Co-op mode.

The game ends automatically and you lose if either of these conditions is met:

- There are no Silver Pennies left on one of the roads
- The Guards track is filled with Guards

GAME SETUP

Use the 2-player Semi Co-op mode setup with these exceptions:

- Shuffle the Solo Villains cards and place the deck near the board. Do not use the regular Villains cards.
- Shuffle the Merry Men cards and deal yourself 6 cards. Place the deck near the board.
- Use the King Richard's Task cards only for Scenario 1 and 5.



PLAYER SETUP

- Take a player board and place the Solo player board tile over Hideouts section. Cover one of the Hideouts with a Green token.
- Place 5 Hero cards and their matching Hero meeples near your player board.
- Use the green player components
 - a. 10 Merry Men meeples. Place 5 in your Merry Men's Hideouts and 5 in the Training Grounds.
 - c. 5 Barricades. Place 1 on each Barricade slot.
 - d. 5 Traps. Place 1 on each Trap slot.
 - e. Reputation marker is used only during Scenario 1.
 - f. Score marker is used only during Scenario 1.



SOLO PLAYER BOARD TILE

Play the game according to the Semi Co-op rules with the following changes:

MERRY MEN PHASE

Use 5 Merry Men meeples (6 if you have unlocked the sixth Hideout in your player board).

HERO PHASE

1. Instead of drafting 2 Weapon dice, gain 4 Weapon dice of your choice from the Weapons Storage. You can hold a maximum of 6 Weapons.
2. Draw a Solo Villains card and follow the instructions.
3. Choose 2 Heroes and make 2 moves with each of them.

Follow the end of the round instructions with these exceptions:

- Discard as many Merry Men cards you like from your hand and refill up to 6 (7 if you have unlocked this ability on your player board).
- Refresh the Heroes used in the previous round by standing them up on their cards.
- Return the Heroes used this round and lay them flat on their matching Hero cards. You cannot activate them in the next round.

Scenario 1 — The King's Tasks

King Richard has left for the holy lands and Prince John has seized the opportunity to take advantage. He ordered the Sheriff to heavily tax all those who stand in his way. Robin Hood and the Merry Men must make a stand before Nottingham is plunged into chaos.

Additional Setup

- Shuffle the King Richard's Task cards and deal 3 face up next to the board.

Objective

- Complete 5 rounds without losing the game.
- Finish with a minimum of 130 VP.

Scenario 2 — The Prince and His Convoy

Prince John is fed up with his tax carriages being robbed by outlaws. Now he is sending large convoys of carriages to every town and heavily taxing the people. Robin and his Merry Men will need to use every bit of their wit and cunning to stop the carriages from returning to the castle.

Additional Setup

- Place 2 Barricades (any color except green) on each road.
- Place a Carriage from the Carriage bag behind each Barricade.

Objective

- Complete 5 rounds without losing the game.

Scenario 3 — The Sheriff and His Guards

After failing time and again to capture Robin Hood, the Sheriff has sent additional guards to each gathering site. With extra eyes watching their hideouts, Robin and the others will need to work together more than ever if they want to succeed. Can you outsmart this bold move and foil the Sheriff's plans?

Additional Setup

- Place 3 Guards in each Gathering Site. One in the 2nd, 3rd, and 4th Hideouts.

Objective

- Complete 5 rounds without losing the game.

Scenario 4 — The Great Escape

Robin and his men have suffered defeat. Luckily the Heroes managed to escape back to the forest and regroup. But many of the men remain imprisoned, waiting to be hanged. If Robin and the remaining Merry Men can't break them out of prison, the band of outlaws will be severely diminished.

Additional Setup

Place 6 Merry Men (any color except green) in the Prison.

- 3 in level 1 of the Prison
- 2 in level 2 of the Prison
- 1 in level 3 of the Prison

Objective

- Complete 5 rounds without losing the game.
- Finish with fewer than 5 Prisoners in the Prison or hanged.

Scenario 5 — King Richards Secret Mission

King Richard has heard disturbing tales of his homeland in ruins. His brother, evil Prince John, rules with an iron fist, and the people of Nottingham have little hope. King Richard has sent a message to Robin containing 3 important tasks that could save Nottingham from disaster. Time is short so you must move quickly.

Additional Setup

- Shuffle the King Richard's Task cards and deal 3 face up next to the board.
- Place 3 Guards in each Gathering Site. One in the 2nd, 3rd, and 4th Hideouts.

Objective

- Complete 5 rounds without losing the game.
- Finish with a minimum of 22 VP from King Richard's Task cards.

CO-OP MODE

The co-op mode cannot be combined with the Sheriff's Men in Robin's Den, Golden Arrow, or Friar Tuck modules.

OBJECT OF THE GAME

Complete 4 rounds without losing the game.

You will not track Reputation or VP.

The players lose if at least 1 Prisoner remains in the Prison at the end of the game.

The players lose **immediately** if any of these conditions are met:

- There are no Silver Pennies left on one of the roads.
- The Guards track is filled with Guards.
- A Prisoner is hanged.

OUTLAW MODULE (NORMAL DIFFICULTY)

Follow the Semi Co-op setup instructions with these changes:

Place a stack of Silver Pennies on the designated space next to each road.

- Two players: 6 Pennies on each
- Three players: 7 Pennies on each
- Four players: 8 Pennies on each
- Five players: 9 Pennies on each

Do not use Ransom tiles.

Place the King Richard's Task cards near the board. Do not deal cards to the players.

Player setup: Do not use Reputation or Score markers.

After normal setup...

Shuffle the **Solo** Villains cards, draw 1 from the deck and do all of the following:

1. Place additional Royal Guards at the Gathering sites shown on the card.
 2. Place the Villain(s) on the location(s) shown on the card.
 3. Activate the roads shown on the card.
- Place the 2 Carriages that entered the Castle on Carriage slots in the **rightmost** available column in the Carriage Lot (from top to bottom starting with the rightmost column, according to the number of players).
 - Remove the amount of Silver Pennies designated on each Carriage slot from the road the Carriage **traveled**.

Place the Solo Villains card back into the deck and return the deck to the box.

NOTE: The Solo Villains card is used only during the setup. During the game, you will use the Villains deck from the Semi Co-op mode. You will also place Carriages in the Carriage Lot the normal way from top to bottom starting with the **leftmost** column.

LEGEND MODULE (HARD DIFFICULTY)

Setup

Follow the same setup instructions from the Semi Co-op mode adding the following changes:

- Place Guards in the Gathering Sites.
 - Two players: 2 Guards (one in the 3rd and 4th Hideout of each Gathering Site)
 - Three players: 1 Guard in the 4th Hideout of each Gathering Site
 - Four and Five players: 0 Guards

- Place a stack of Silver Pennies on the designated space next to each road.

Two players: 6 Pennies on each

Three players: 8 Pennies on each

Four players: 10 Pennies on each

Five players: 12 Pennies on each

- Do not use Ransom tiles.
- Use the Solo Villains deck instead of the Semi Co-op mode Villains deck.
- Place the King Richard's Task cards near the board. Do not deal cards to the players.

Player setup: Do not use Reputation or Score markers.

GAME CHANGES (OUTLAW AND LEGEND)

Send an Envoy

When you send an Envoy, gain 1 King Richard's Task card.

During the Hero phase, you can discard a King Richard's Task card to cancel 1 action on a Villains card. You can use the card on any player's turn.

In the Co-op mode, the King Richard's Task cards are not used for scoring VP at the end of the game.

End of the Round

Players may exchange Captive Guards for rewards.

- Trade Captives to save arrested Merry Men from going to Prison (1 Captive per arrested Merry Man).
- Trade Captives to rescue Prisoners.
 - 1 Captive for 1 Prisoner in the first level of the Prison
 - 2 Captives for 1 Prisoner in the second level of the Prison
 - 3 Captives for 1 Prisoner in the third level of the Prison

Players can combine their Captives to release a Prisoner from the lower levels.

Example: Will gives 1 Captive and Sara gives 2 (for a total of 3) to release 1 Prisoner from the third level of the Prison.