

# ROBIN HOOD

and the merry men



**Rulebook**  
- semi co-op mode -

**Nottingham 1100 A.D.:** The true King is away in the Holy Land, and the evil tyrant Prince John wants to rule over England. But news of outlaws in Nottingham have been heard far and wide. In a bid to get rid of these outlaws, he taxes the villages heavily, stationing guards in towns and punishing anyone who dares help them.

The fabled outlaw Robin Hood hears of the terrible things happening and vows to put a stop to it, with help from his Merry Men—faithful souls who would follow him to hell and back!

But Robin sees doubt in their eyes. Little John, Will Scarlet, even Maid Marian deem the mission too perilous—it could plunge Nottingham into war. Torn between the safety of his band and the wellbeing of Nottingham, Robin realizes that they must do something. He proposes a challenge, betting the other heroes that none can protect Nottingham as well as he. If one of them bests him at this task, he will bestow his mantle of leadership to the victor! Will one of the Merry Men become Nottingham's newest hero, or will Robin live up to his own legend?

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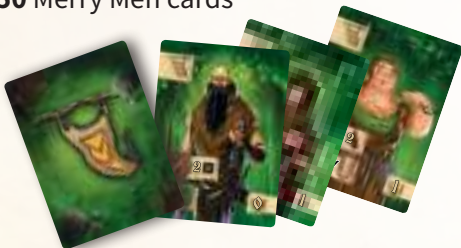
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**COMPONENTS**



1 Game board

50 Merry Men cards



5 Character cards

24 Villain cards



15 King Richard's Task cards



5 Player Aid sheets



30 Loot tokens



5 Green tokens



20 Distraction tokens



60 Silver Pennies



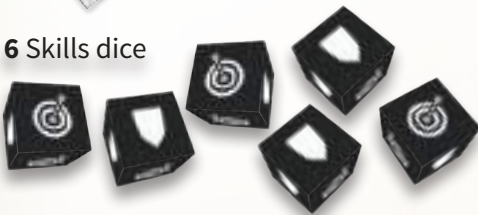
5 Player boards



20 Weapon dice



6 Skills dice



2 Printed cloth bags



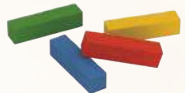
5 Hero meeples & 34 Merry Men meeples



3 Villain meeples & 30 Guards meeples



25 Barricades (5 per player)



25 Traps (5 per player)



24 Royal Carriages



12 Ransom tiles



5 Reputation markers



5 VP markers

20 Iron Resources (gray)



20 Wood Resources (brown)

20 Tools Resources (white)



1 Metal first player marker



1 Wooden round marker

5 50/100 VP markers



**FRIAR TUCK MODULE**

15 Friar Tuck cards

1 Friar Tuck meeple



**SHERIFF'S MEN IN ROBIN'S DEN MODULE**

18 Spies cards



**GOLDEN ARROW MODULE**

5 Sheriff cards



## SETUP

### BOARD SETUP

1. Place the Sheriff, Prince John, and Guy of Gisborne in the Black Tower.

2. Place a Guard in the 3rd and 4th Hideout of each Gathering Site. Place the rest of the Guards near the board.

3. Place the Carriages in the black Carriage bag. Draw and place 1 Carriage at the start of each road, behind the barricade illustrated on the board. Place the Carriage bag near the board.

4. 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

5. Place the Weapon dice in the Weapons Storage (return extra dice to the box).

- The amount of each type of Weapon should equal the number of players. 2 players: 2 of each Weapon; 3 players: 3 of each Weapon; etc.

6. Place a random Ransom tile face up in the Black Tower. Place the rest face down near the board.

7. Place 1 Wood, 1 Tool, 1 Iron, 2 Distraction tokens and 1 Silver Penny in the Sheriff's Stash.

8. Shuffle the Villains cards and place the deck near the board.

- Five players: add the 5 Sheriff cards from the Golden Arrow Module to the deck.

9. Shuffle the Merry Men cards and deal 4 to each player. Place the deck near the board.



10. Shuffle the King Richard's Task cards and deal 3 to each player. Return any remaining cards to the game box. They will not be used during the game.

11. Place the Skills dice near the board.

12. Place the Resources (Wood, Iron, Tools), Distraction tokens and Silver Pennies near the board as a general supply.

13. Place the Loot tokens in the the green Loot bag and place the bag near the board.

## PLAYER SETUP

### Each Player...

1. Takes a player board.
2. Takes a Player Aid sheet.
3. Places 1 Wood, 1 Iron, 1 Tool, 2 Distraction tokens, and 1 Silver Penny in the Storage. These items are Possessions.
4. Chooses a Hero, places the matching Hero meeple in the Hero's Lair, and takes the matching Hero card.
5. Takes the following in the Hero's color
  - a. 6 Merry Men Meeples. Place 3 in the Merry Men's Hideouts and 3 in the Training Grounds.
  - b. 1 Green token. Cover one of the 4 Hideout spots to show it is unavailable.
  - c. 5 Barricades. Place 1 on each Barricade slot.
  - d. 5 Traps. Place 1 on each Trap slot.
  - e. 1 Reputation marker. Place on the Reputation icon below the Reputation track.
  - f. 1 Score marker. Place on the laurel icon on the Score track.



The player to have most recently donated something to the poor takes the first player marker and begins the game.

## OBJECT OF THE GAME

In **Robin Hood and the Merry Men**, players take on the role of a famous outlaw-hero such as Robin Hood, Little John, or Maid Marian. Your mission is to protect the town of Nottingham from the tyranny of evil Prince John and his henchmen. To protect Nottingham, you will have to lay traps and fight the Royal Guards, build barricades and ambush the Royal Carriages, rob the rich and give back to the poor, and more.

In this semi-cooperative game, players will sometimes need to work together and help each other out in times of trouble, but in the end there can be only one true winner. The primary goal is to defend Nottingham for 5 rounds without losing (**4 rounds in a 5 player game**).

The game **ENDS** automatically and all players 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

If the players finish all 5 rounds without losing (4 rounds in a 5 player game), a winner is declared – the player with the most Victory Points (VP) becomes Nottingham's greatest defender!

### EARNING POINTS

Throughout the game you can earn points by rescuing Merry Men from Guards or breaking them out from the Prison, ransoming Guards, giving back to the poor in the Village, and owning Barricades on roads where Carriages are robbed.

You will score the majority of your points at the end of the game. The number of points you earn for each built Barricade, built Trap, and sent Envoy is determined by your level on the Reputation track.

[See p. 23 for endgame scoring details]



## GAMEPLAY

The game is played for a maximum of 5 Rounds (4 rounds in a 5 player game).

Each Round consists of 2 phases.

### 1. Merry Men phase

- Players take turns taking actions with their Merry Men meeples.
- This phase continues until all available Merry Men have been placed.

### 2. Hero phase

- Players equip by drafting Weapon dice.
- Each player takes 1 turn with their Hero.
  - Draw and resolve a Villains card.
  - Make 2 moves with the Hero.

## MERRY MEN PHASE

### TAKING TURNS

Players take their turns in clockwise order, starting with the player with the first player marker.

On a turn in the Merry Men phase, each player places one Merry Man on a location and takes the associated action.

When a Merry Man is placed on a location, it stays there until the end of the round.

There are 8 available locations for the Merry Men designated with this symbol:

### 6 Gathering sites:



1. Armory



2. Workshop



3. Woodcutter's Hut



4. Church



5. Iron Forge



6. Town Square



7. Construction Yard



8. King Richard's Crusade





## GATHERING SITES

Each Gathering Site has 4 Hideouts and 1 Main Area. Each Hideout can hold only 1 Merry Man. A Merry Man can't be placed in a Hideout that already has a Merry Man or Guard in it.

The Main Area of each Gathering Site, the Construction Yard, and King Richard's Crusade are available for an unlimited number of Merry Men.



## PLAYING MERRY MEN CARDS

The Merry Men are your loyal friends and followers, and they're crucial in the battle against tyranny.

When you place a Merry Man on a location, you **must** play one of your Merry Men cards.

You can play a Merry Men card either from your hand or from your Passive cards pile.

When you play a Merry Men card from your hand, choose ONE of the following options:

### Active

- Place the card face up on the designated section on the right side of your player board.
- Use one of the actions on the left side of the card.

### Passive

- Place the card face up on the designated section on the left side of your player board.
- Ignore the actions on the card.

**Active cards are discarded at the end of the round.**



Passive cards are not discarded. They remain in your Passive cards pile, which has a limit of 6 cards. **After reaching the limit, if you need to play a Merry Men card passively, you must discard one of the cards from your pile.** At the end of the game some of the cards in the Passive cards pile may be worth points (see p. 23 for scoring details)

Instead of playing a card from your hand on your turn, you can choose to activate a Passive card by moving it to the Active cards pile and using one of its actions.

## USING GATHERING SITES

When placing a Merry Man on a Gathering Site, you can choose to place him in an unoccupied Hideout or in the Main Area.

To place a Merry Man in a Hideout, you must play an Active Merry Men card that includes an action for that specific Gathering Site. Place the Merry Man in the first unoccupied hideout from the top.

To place a Merry Man in any Main Area, you must play a Passive Merry Men card. You can play any card from your hand as a Passive card.

## Gathering Resources

- When you place a Merry Man in the Main Area, collect the amount of Resources, Distraction tokens, or Weapons shown on the board.
- When you place a Merry Man in a Hideout, collect the amount shown on the action on the Merry Men card you play.

Three of the Gathering Sites allow you to gain Resources. You'll need Resources to build Traps in the Hideouts and to build Barricades on the roads.



You gather Wood from the **Woodcutter's Hut**, Iron from the **Iron Forge**, and Tools from the **Workshop**.



At the **Church** you can gain Distraction tokens. During the Hero phase, Distraction tokens will allow you to reroll Weapon dice, sneak into the Prison to rescue Merry Men, or slip by the Villains unnoticed. Distraction tokens are used **only in the Hero phase** and cannot be used to reroll Skills dice.



At the **Armory**, you can gain Weapon dice. There are 4 kinds of Weapons: Longbow, Sword, Axe, and Staff. You will need Weapons to send Envoys to King Richard's Crusades in the Merry Men phase and to fight Guards and ambush Carriages in the Hero phase. A player can hold a maximum of 4 Weapon dice.



## Robbing the Rich

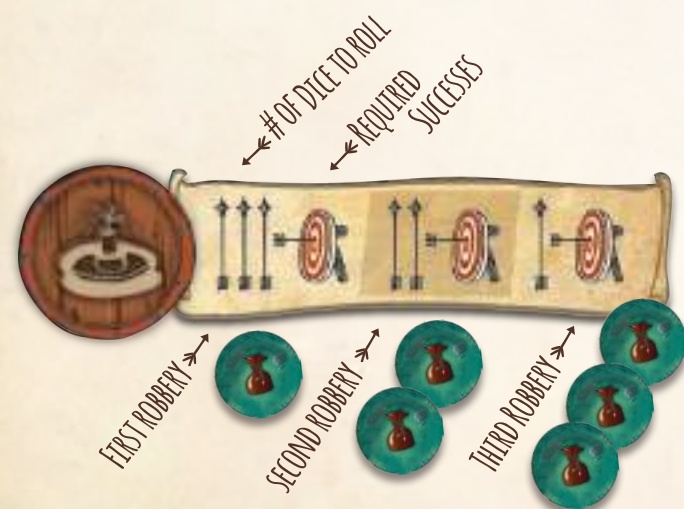
Robin, the Prince of thieves, and his Merry Men steal from the rich and give back to the poor.

To rob the rich you'll have to visit the Town Square. The action is performed by rolling Skills dice.

- When you place a Merry Man in the Main Area, perform the action normally.
- When you place a Merry Man in a Hideout, you can use the action on your Merry Men card. The reroll and extra die actions apply to one roll of your choice.

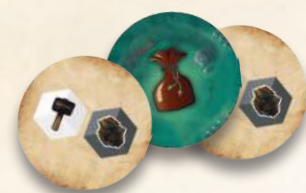


You can rob the rich up to 3 consecutive times. Each try is more rewarding, but also more risky. You must start with the 1st robbery.



**Success:** Either collect the indicated number of Loot tokens or attempt the next robbery.

When you draw Loot tokens, gain the rewards shown on them and then return the tokens to the bag.



**If you fail** on any of the 3 rolls, you do not collect any Loot. You must immediately go to the first level in the Prison and pay a fine.



**To pay the fine,** move one of your Possessions (Resources, Distraction tokens, or Silver Pennies) from your Storage to the Sheriff's Stash in the tree. You can choose which of your Possessions to give up. If you don't have any Possessions in your Storage to pay the fine, you immediately go to the second level in the Prison.

**You cannot use Distraction tokens during the Merry Men phase or to reroll Skills dice.**

## CONSTRUCTING TRAPS AND BARRICADES

While King Richard is away on the Crusades, Prince John has raised the taxes for the villages in and around Nottingham. Building Barricades on the roads will slow down the Royal Carriages carrying the tax money to the castle.

Building Traps and Barricades are 2 of the key ways to score endgame VP.

To build a **Trap** or **Barricade**:

- Play an Active Merry Men card with the action you want to take, either build a Trap or a Barricade.
- Place a Merry Man in the Construction Yard.
- Spend the required Resources and Silver Penny corresponding to the chosen Gathering Site or road. Return the Resources to the supply and place the Silver Penny on any road of your choice (it does not have to be the road you build the Barricade on).



### When you build a Barricade...

- Take the leftmost Barricade from your player board and place it on the chosen road.
- Place the Barricade on the empty slot farthest from the castle.

### Each time you remove a Barricade from your player board, you unlock the reward shown on the Barricade slot.

- No reward.
- Gain 1 Silver Penny at the beginning of each round.
- Gain 1 Distraction token at the beginning of each round.
- Gain 1 Weapon die at the beginning of each round.
- Immediately unlock the fourth Hideout on your player board (remove the Green token) and transfer one Merry Man from the Training Grounds. You can now use this additional Merry Man throughout the game.



← PLAYER BOARD



### When you build a Trap...

- Take the leftmost Trap from your player board and place it in the chosen Gathering Site.
- Place the Trap in the first Hideout (counting from the top) without a Guard or another Trap. You can place a trap if there is a Merry Man in the Hideout.

### Each time you remove a Trap from your player board, you unlock the reward shown on the Trap slot.

- No reward.
- Gain 1 Resource of your choice at the beginning of each round.
- Draw 1 Loot token at the beginning of each round.
- Draw 1 extra Merry Men card at the beginning of each round. Your hand limit is now 5 instead of 4.
- Immediately unlock the fourth Hideout on your player board (remove the Green token) and transfer one Merry Man from the Training Grounds. You can now use this Merry Man throughout the game.

**The Fourth Hideout can be unlocked as the final reward for Barricades or Traps. If you have already unlocked it, ignore the reward the second time you reveal it.**

### SEND AN ENVOY

*Before he went on his crusade, King Richard gave you certain tasks. In the midst of his struggles, he would welcome the news that his brave heroes have completed them.*

Sending Envoys to King Richard's Crusades is one of the most efficient ways to score VP.

At the end of the game, each of your Envoys will earn you VP according to your Reputation level. Envoys also allow you to earn points from King Richard's Task cards.



### To send an Envoy:

- Play an Active Merry Men card that has an Envoy action.
- Place a Merry Man in King Richard's Crusades.
- Spend the required Weapons, Resources, and Silver Pennies shown on the location. Return the Weapons and Resources to the supply and place the Silver Pennies on one or more roads of your choice.

Merry Men placed in King Richard's Crusades are NOT returned to players at the end of the round. They remain in the Crusades for the rest of the game. You can send a maximum of 3 Envoys throughout the game.

At the beginning of each Merry Men phase, you can transfer Merry Men from the Training Grounds to a Hideout on your player board, allowing you to still place 3 Merry Men (or 4 if the extra Hideout has been unlocked).



### King Richard's Tasks

Each player starts the game with 3 King Richard's Task cards, which are used to gain VP at the end of the game. To score the VPs from a Task, you must meet the conditions listed on the card and have an Envoy in King Richard's Crusades. Each Envoy can be used for scoring VP from only one Task card. At the end of the game, you can choose which Task(s) you want to score.

Each Task is described on p. 27.

### END OF PHASE

The Merry Men phase ends when all players have placed their 3 (or 4 if the extra Hideout has been unlocked) Merry Men. The Merry Men stay on the board throughout the Hero phase.

**Advance the round marker to the Hero phase of the current round.**



← OUR HEROS!!

## Hero Phase

In the Hero phase, the Heroes have a chance to prove themselves worthy of their title. In this phase, you can play only with your Hero.

### DRAFTING WEAPONS

At the beginning of the Hero phase, each player drafts 2 Weapon dice from the Weapons Storage.

The first player starts by choosing 1 Weapon and the draft continues in turn order (clockwise). The last player in the turn order takes 2 Weapons, and the rest of the players proceed to choose their second Weapon in reverse order (counterclockwise).

### TAKING A TURN

Now each player takes one turn, starting with the player with the first player maker.

Your turn in the Hero phase has 2 steps.

1. Draw a Villains card and follow the instructions.
2. Make 2 moves with your Hero.



← WEAPON DICE

### RESOLVING A VILLAINS CARD

Prince John is determined to wipe out everyone who stands in his way. He'll enforce his tyranny with the help of the Sheriff of Nottingham, his Royal Guards, and even the notorious Guy of Gisborne.



When you draw a Villains card, immediately do all the following in this order:

1. Place a Royal Guard at the Gathering Site shown on the card.
2. Place indicated Villains on the locations shown on the card.
3. Activate the road shown on the card (if any).

### Place a Royal Guard

Prince John's Royal Guard is known for ruthlessly executing their majesty's orders.

Place the Guard in the indicated Gathering Site in the first available Hideout from the top (the first Hideout that doesn't have a Guard in it).



← FIRST AVAILABLE →

← GUARD'S TRACK

- If there are no available Hideouts, place the Guard on the first available slot on the Guard's track in the Village.
- If the Guard is placed on a Trap, the Guard is captured.
  - The owner of the Trap removes both the Trap and the Guard and places them in their Hero's Lair.
  - Captured Guards are Captives that can be returned at the end of a Hero phase to collect the rewards shown on the current Ransom tile. This does not take an action.
- If the Guard is placed in a Hideout that has a Merry Man in it, the Merry Man is arrested.
  - The player who controls the Merry Man must pay a fine by placing a Possession from their Storage next to their arrested Merry Man.
  - If you are unable to pay the fine, the Merry Man is immediately sent to the first level in the Prison.

If a Hero does not save an arrested Merry Man before the round ends, the Merry Man will go to the first level of the Prison and the Possession paid as the fine will be moved to the Sheriff's Stash.

→ RANSOM TILE →



→ TRADE FOR 1 PRISONER →

← 1 CAPTIVE





← THE VILLAINS!!

## Place the Villains

### Sheriff

*The Sheriff of Nottingham is Prince John's right-hand man. He will arrest anyone who helps the Heroes, so be prepared to protect your Merry Men.*



When you place the Sheriff on a Gathering Site...

- Place him in the Main Area.
- Place 2 Guards in the first 2 available Hideouts in the Site.
  - If a Guard can't be placed in a Hideout, place the Guard on an available slot on the Guards track in the Village.

The Sheriff doesn't affect the Merry Men in the Main Area.

**If a Villain is placed in a location occupied by a Hero, the player who owns the Hero must spend one Distraction token to avoid being punished.** If you don't have a Distraction token, immediately flip over your Hero card. You may not use its abilities in the next Hero phase. If your Hero card is already flipped over, nothing happens.

To place your Hero in the same location as a Villain, you must spend a Distraction token from your Storage.

### Guy of Gisborne



When you place Guy of Gisborne on one of the roads...

- Place him on the designated space.
- Remove the Barricade closest to the Castle. The owner of the Barricade keeps it in their Hero's Lair for endgame scoring. If there's a Carriage immediately behind the removed Barricade, it enters the Castle. **If there is no barricade nothing happens.**



### Prince John



When you place Prince John on one of the roads...

- Place him on the designated space.
- Remove Silver Pennies from that road equal to the number of Barricades built on it including the Barricade illustrated on the board. **The Pennies are returned to the supply.**



## Activate a Road

*The Royal Carriages carry the tax money collected from the villages to the castle.*



East Road



West Road



North Road



South Road

There are 4 Roads: East, West, North, and South.

### When a Road is Activated:

- Every Carriage on the road passes one Barricade and stops at the next one. If there isn't a Barricade to stop the Carriage, it enters the castle.
- A new Carriage is placed on the Starting Position.

### When a Carriage enters the castle:

- Place it in the first available Carriage slot in the Carriage Lot (from top to bottom starting with the left-most column).
- Remove the amount of Silver Pennies shown on the Carriage slot from the road the Carriage traveled.



← AVAILABLE SLOT

The number of available Carriage slots is based on the number of players.

- **2 Players:** First 2 columns (6 slots)
- **3 Players:** First 3 columns (9 slots)
- **4-5 Players:** All 4 columns (12 slots)

When all the Carriage slots are filled, a Tax Upsurge happens immediately (see p. 19).

**If the Tax Upsurge was caused by a Road Activation, finish the Activation first and then proceed with the Tax Upsurge.**

**When there are no Silver Pennies left on one of the roads, the players immediately lose the game.**



## PLAYING YOUR HERO

The Heroes are the world famous Robin Hood, Little John, Will Scarlet, Maid Marian, and Jane Fortune. Each Hero has a Character card, which gives special abilities during the Hero phase. Hero abilities can be used throughout the game. (see pg. 25 for ability details)

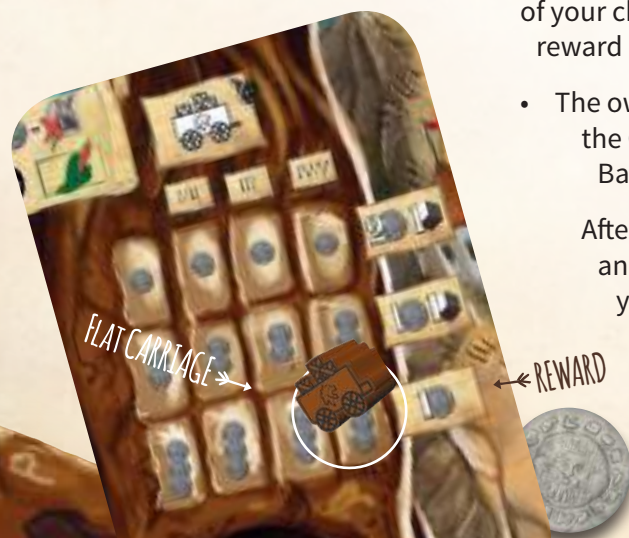


On your turn after resolving the Villains card, you can make 2 consecutive moves with your Hero. A move consists of placing the Hero on a certain location and taking the associated action. When you finish your moves, leave the Hero on the last location until the end of the round. After you move to a location, you can pass taking an action. Once you pass, your turn for that round ends.



There are 14 locations available for the Heroes indicated by this symbol.

- 4 Roads
- 6 Gathering Sites
- Prison
- Archery Grounds
- Weapons Storage
- Village



## Robbing Carriages on the Roads

To rob the Royal Carriages of their treasures, the Heroes must catch them by surprise with an ambush.

### To ambush a Carriage...

- Place your Hero on the designated space on the road.
- Roll a minimum of 2 Weapon dice matching the color of the Carriage.
- You must have at least 1 hit to succeed.
- You may spend Distraction tokens to reroll dice. For each token you spend, you can reroll one die.



### If you fail...

- Keep all Weapon dice used in the ambush.
- If you have another move, you must move to another location.
- If you do not have another move, your Hero stays on the road and your turn ends.

### If you succeed, the Carriage is robbed.

- Gain 1 Reputation on the Reputation track.
- Return all Weapon dice used in the ambush to the Weapons Storage.
- Lay the Carriage flat on an available Carriage slot of your choice in the Carriage Lot and receive the reward shown to the right of that row.
- The owners of Barricades on the road where the Carriage is robbed gain 2 VP for each Barricade they own.

After you rob a Carriage, you can ambush another Carriage on the same road if you have the necessary Weapon dice. Ambushing multiple Carriages on 1 road is considered 1 move.



## Tax Upsurge

When all available Carriage slots, based on player count, are filled, a Tax Upsurge is triggered

- Count the robbed Carriages (Carriages lying flat).
- Remove all Carriages from the Carriage Lot and place them back in the Carriage bag.
- Execute Road Activations equal to the number of robbed Carriages.

Start the Activations with the road with the most remaining Silver Pennies. Then proceed to the road with the second most and so on. If there is a tie, activate the road with the most Barricades. If there's still a tie, activate the road with the least number of Carriages. In the rare case there is still a tie, the players decide together which road to activate.

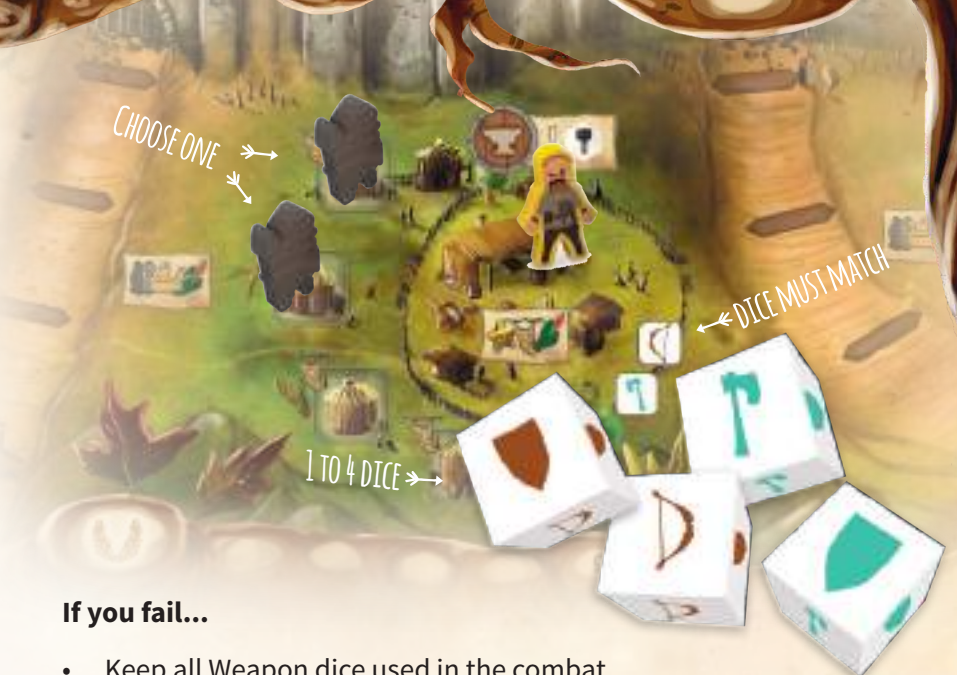
**If all 4 roads have been activated and Activations still remain, continue the process following the same rules. The same road cannot be activated twice until all the other roads have been activated.**

## Fighting Guards in the Gathering Sites

The Royal Guards will constantly invade the Hideouts looking to arrest the Merry Men that are helping the Heroes.

### To fight a Guard...

- Place your Hero in the Main Area of the Gathering Site.
- Choose ONE Guard to fight before resolving the combat.
- Resolve combat by rolling 1 to 4 Weapon dice.
  - Each Weapon die must match 1 of the Weapon icons shown at the Gathering Site.
  - To win the combat, you must roll at least 1 hit.
  - You may spend Distraction tokens to reroll dice. For each token you spend, you can reroll one die.



### If you fail...

- Keep all Weapon dice used in the combat.
- If you have another move, you must move to another location.
- If you do not have another move, your Hero stays in the Main Area and your turn ends.

### If you succeed, the Guard is defeated.

- Remove the Guard from the board and return it to the supply.
- Return all Weapon dice used in the combat to the Weapons Storage.
- Gain 1 Reputation on the Reputation track.
- If you rescue a Merry Man from the Guard also do the following:
  - Take the Possession paid as a fine by the Merry Man.
  - Gain 1VP if the Merry Man belongs to another player.
  - Do NOT gain a VP if the Merry Man belongs to you.
  - Return the Merry Man to its owner's Training Grounds.

You may continue to attack another Guard if you have the necessary Weapon dice. Fighting multiple Guards at 1 Gathering Site is considered 1 Move.

**If you defeat the last Guard at a Gathering Site, collect the reward produced at that site (Resource, Distraction token, Loot token, Weapon die).**

Breaking out Prisoners

Merry Men end up in the Prison if they are caught robbing the rich or if they aren't saved from being arrested by Guards during the Hero phase. But do not despair. You will have the chance to sneak in and break them out of the dungeons.

To attempt a Prison Break...

- Place your Hero in the Prison.
- Trick the Prison Guards.
  - Spend Distraction tokens to gain Skills dice. Each token gives you 2 dice. You can spend a maximum of 3 tokens (6 dice).
  - To trick 1 Prison Guard, you need 1 success.
  - Roll the Skills dice and according to the outcome choose which Prisoners to rescue.

In the first level each Prisoner is guarded by 1 Prison Guard.

In the second level each Prisoner is guarded by 2 Prison Guards.

In the third level each Prisoner is guarded by 3 Prison Guards.

**EXAMPLE:** Little John rolls 3 successes. He can choose to rescue up to 3 Prisoners from level 1; or 1 Prisoner from level 3; or combine 1 Prisoner from level 1 and 1 Prisoner from level 2.

If you fail to rescue a Prisoner...

- If you have another move, you must move to another location.
- If you do not have another move, your Hero stays on the Prison space and your turn ends. You will still collect your Hero at the end of the round.

You cannot use Distraction tokens to reroll Skills dice.

For each Prisoner you rescue...

- Collect Possessions from the Sheriff's Stash.
- Gain VP if the Prisoner belongs to another player.
- Do NOT gain VP for a Prisoner that belongs to you.
- Return the Merry Man to its owner's Training Grounds.

Rescuing Prisoners does not increase your Reputation.

Level 1	2 VP, 1 Possession
Level 2	3 VP, 2 Possessions
Level 3	4 VP, 3 Possessions

At the end of every round (except the final round) all remaining Prisoners advance to the next level. Prisoners in level 3 advance to the Gallows Pole and are hanged. Lay down hanged Prisoners and leave them at the Gallows for the remainder of the game.

At the end of the game, players who have Prisoners or Hanged Merry Men receive negative points.

Competing in Archery Competitions

Prince John is famous for organizing Archery Competitions to entertain the crowd. He also knows that Robin and his friends can't say no to a good challenge.

One of the best ways to gain Silver Pennies is to enter competitions at the Archery Grounds.

To compete...

- Place your Hero in the Archery Grounds.
- Roll Skills dice.

You can enter up to 3 consecutive competitions. You must start with the first competition. For each competition, you roll 3 Skills dice. The number of successes you need increases for each competition.

**Success:** If you succeed you collect the indicated number of Pennies and continue to the next competition.

You cannot use Distraction tokens to reroll Skills dice.

If you fail in any competition...

- If you have another move, you must move to another location.
- If you do not have another move, your Hero stays in the Archery Grounds and your turn ends.



## Purchasing Weapons

Weapon choice is crucial to win battles.

### To purchase Weapon dice in the Hero phase...

- Place your Hero in the Weapons Storage.
- Spend the Resource listed on the board for each Weapon you wish to purchase, OR trade as many Weapons from your Storage as you like.
- You can hold a maximum of 4 Weapon dice.



## Giving back to the poor in the Village

When Robin Hood and his band of outlaws rob the rich, they give the money back to the poor.

Players need to keep an eye on the Guards track in the Village to prevent it from filling up with Guards.

**If the track completely fills with Guards, the players lose the game immediately.**

### To give back to the poor...

- Place your Hero in the Village.
- Spend Silver Pennies, removing them from your storage and returning them to the general supply.
- For every 2 Pennies you spend, remove 1 Guard.
- Gain 2 VP for each Guard you remove.



## End of the Round

The round ends after each player has taken a Hero turn.  
At the end of the round...

1. Players may use the Ransom tile to exchange Captive Guards for rewards.  
**You can choose to do one or both of these trades, but only once per tile.**
  - Release the exact number of Captives shown on the tile to receive immediate VP.
  - Trade 1 Captive in exchange for the shown reward (Resources or your own imprisoned Merry Man).
2. Advance all Prisoners to the next level in the Prison (except for final round).
3. Place arrested Merry Men in level 1 of the Prison and place their confiscated Possessions (fines) into the Sheriff's Stash.
4. Return your Hero and Merry Men to your player board (except Envoys to King Richard's Crusade and Prisoners).
5. Transfer Merry Men from the Training Grounds to a Hideout on your player board if needed.
6. After retrieval if you have 1 or fewer Merry Men on your player board (including Hideouts and Training Grounds), you must retrieve one of your Merry Men from the Prison and subtract 5 VP from your score.
7. Place your Active Merry Men cards into the group discard pile.
8. Discard as many Merry Men cards as you like from your hand and refill up to 4 (5 if you have unlocked this ability on your player board).
9. Return the Villains to the Black Tower.
10. Discard the Ransom tile in the Black Tower and replace it with a new one.
11. Pass the first player marker clockwise.
12. Advance the round marker to the Merry Men phase of the next round.

## Game End

If the players complete round 5 without losing (round 4 in a 5 player game), a winner is declared!

**The player with the most VP wins the game. In case of a tie, the player who is higher on the Reputation track wins. If there is still a tie, the player who has the higher combined amount of Traps and Barricades built and Envoys sent is declared the winner. If in the rare case there is still a tie, all tied players share the victory.**

At the end of the final round, do NOT advance Prisoners to the next level in the Prison.

## TALLY ENDGAME VP

### Based on your Reputation level, gain VP for...

- Each built Trap (including ones in your Hero's Lair)
- Each built Barricade (including ones in your Hero's Lair)
- Each sent Envoy

**Example:** If Robin Hood is on level 3 of the Reputation track, he will earn 5 VP for each Envoy, 6 VP for each Trap, and 7 VP for each Barricade.

### Other endgame points

- 5 VP for reaching the top space on the Reputation track
- Activated King Richard's Tasks (1 Task card per Envoy)
- 1 VP for every 3 remaining Possessions (all combined)
- 1 VP for each Captured Guard in your Hero's Lair
- Printed VP on Passive Merry Men Cards
- Sets of matching Merry Men cards (matching illustration):

Set of 2: 3 VP      Set of 4: 10 VP  
Set of 3: 6 VP      Set of 5: 15 VP

### Negative VP for each Prisoner

Level 1: -1      Level 3: -3  
Level 2: -2      Hanged: -4

## Friar Tuck module

*A man of the people always there to help out Robin and his Merry Men, Friar Tuck will visit the towns and lend you a hand in times of need. He may be the decisive factor in your victory.*

**Friar Tuck adds additional losing conditions to the game. If he is hanged the players lose immediately. If he is in Prison at the end of the game, the players lose as well.**

### Components

- 1 Friar Tuck meeple
- 15 Friar Tuck cards

### Setup

Place the Friar Tuck meeple in the Main Area of the Church.

Give each player a set of 3 Friar Tuck cards (1 of each action type).

Players place the Friar Tuck cards in their Passive cards pile on their player board. (These cards DO NOT count toward the limit of 6 Passive cards).

### Game play

Friar Tuck is considered an additional Merry Man that any player can control on their turn. When you place Friar Tuck on a location, the same rules apply as when placing a Merry Man meeple with an Active Merry Men card.

### When you play Friar Tuck you must...

- Play a Passive Friar Tuck card as Active and use one of the actions on the left side of the card. (At the end of the round when the Active cards are discarded, remove the Friar Tuck card from the game).
- Move Friar Tuck from his current location (except Prison) to the new location.

### A player can't...

- Play a Merry Man and Friar Tuck on the same turn.
- Play Friar Tuck more than once per round.

At the end of the round, Friar Tuck returns to the Church Main Area (unless he is in Prison).

Friar Tuck can be arrested or sent to the Prison just as any other Merry Man. If you rescue him from being arrested or break him out of prison, you score the normal VP and +1 additional VP. Then return Friar Tuck to the Church Main Area.

**Friar Tuck is unplayable while he is in Prison. If he is not broken out of Prison before he reaches the Gallows and is hanged, the players immediately lose the game.**

At the end of the game, Friar Tuck cards remaining in your Passive cards pile score the same way as other Passive Merry Men cards:

- Each printed VP on the Friar Tuck card.
- Set of 2: 3 VP
- Set of 3: 6 VP

## Sheriff's Men in Robin's Den module

*Prince John has hired the best spies in the land to infiltrate the Merry Men, and now they are ready to put their plan into action. Your task is to stop them and convert them to your cause.*

**This module adds new actions and a way to remove Guards in the Merry Men phase.**

### Components

- 18 Spies cards

### Setup

- Shuffle the Spies card deck and place it near the board.

When your Merry Man gets arrested by a Guard, you must draw 1 Spies card from the top of the deck and place it in your Passive cards pile. These cards count toward your limit of 6 Passive cards. At the end of the game, Spies cards that remain in your Passive cards pile are worth negative points.

**If you are supposed to draw a Spies card but you currently have three Spies cards in your Passive pile, you do not draw a new one.**

You can remove Spies cards from your Passive cards pile by playing them as Active cards. They are now your spies and will help you gain valuable information.

### Activating a Spies Card

Use your turn to Activate the Spies card.

- Transfer the card to the Active cards pile and pay the cost to activate the spy and use the action on the left side of the card.
- Remove one Guard from the Gathering Site that matches the card and place a Merry Man from your player board in its spot. (If there is no Guard, you cannot play the Spies card.)
- Draw Villains cards from the top of the deck equal to the number of players and peek at one of the cards. Return the cards to the top of the deck without changing the order.

At the end of the round, discard Activated Spies cards into a separate discard pile from the Activated Merry Men cards.

**Note:** You can combine any of these modules together with any of the other semi co-op modules.

## Golden Arrow module

The Golden Arrow module makes the game a bit easier to win.

### Components

- 5 Sheriff cards

### Setup

Use Sheriff cards equal to the number of players. Add the Sheriff cards to the Villains deck and shuffle.

When you draw a Sheriff card in the Hero phase...

- Place the Sheriff on the designated space in the Archery Grounds.
- Place 1 Silver Penny on the first competition.

Silver Pennies from the Sheriff stay in the Archery Grounds until a Hero wins the first competition and claims the Pennies in addition to the competition prize.

The normal rules about Villain and Hero placement apply [see p. 16].

## Hero abilities

1. **Robin Hood** — reroll 1 die per move in Prison and Archery Grounds.
2. **Will Scarlet** — Rob pink Carriages with 1 die instead of 2.
3. **Little John** — Buy or trade Weapons in Weapons Storage once per turn as a free move.
4. **Jane Fortune** — Attempt to Rescue Prisoners once per turn as a free move.
5. **Maid Marian** — Not affected by Villains in her location.

## Icon and Card Reference

### PLACES AND LOCATIONS



### ACTIONS



### OTHER



## King Richard's Task cards

The King Richard's Task cards are marked with numbers in the bottom right corner.

At the end of the game you receive:



## Credits

### Game design & development

Ivana Krstevska  
Vojkan Krstevski  
Toni Toshevski  
Maja Matovska  
Martyn Poole

### Solo mode designed by:

Jonathan Gilmour

### Illustration

Mihajlo Dimitrievski – The Mico

### Graphic design

ThunderGryph Games

### Rulebook editing & design

Melissa Delp – Tantrum House  
Will Meadows – Tantrum House

### Thanks to:

Daniel Kiprijanovski  
David Najdoski  
Andrej Hadzi Ristikj  
Ivana Miloskovska  
Vladimir Scarface Trajcevski  
Milan Tasevski  
Boris Momikj  
Emily Jones  
Gonzalo Aguirre Bisi  
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Goblin Games  
Tantrum House  
And all our playtesters!

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# Reminders

**The game ends automatically and all players 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.

## Merry Men phase

- When you place a Merry Man on a location, you must play one of your Merry Men cards. You can play a Merry Men card either from your hand or from your Passive cards pile.
- The Passive cards pile holds a maximum of 6 cards. If you need to play a Merry Man card passively after you've reached the limit, you must discard one of the cards from the pile.
- When you build a Barricade or send an Envoy, place the Silver Pennies used to pay the cost on one or more roads of your choice.

## Archery & Robbing the Rich

- When competing in archery or when robbing the rich, arrow icons represent the number of dice you are allowed to roll. Target icons represent the number of successes required to collect rewards or proceed.



## Hero phase

- At the beginning of the Hero phase, each player drafts 2 Weapon dice from the Weapons Storage. If you reach the limit of 4 Weapon dice, do not draft any more dice.
- Distraction tokens let you reroll Weapon dice (not Skills dice).
- If you cannot pay the fine when your Merry Man is arrested, the Merry Man is immediately sent to level 1 in the Prison.
- When you rescue another player's Merry Man from being arrested, you collect the Possession paid as a fine and gain 1 VP.
- When you rescue your own Merry Man from being arrested or from Prison, you do NOT receive VP, but you do receive the Possessions.
- When all the available Carriage slots are filled, a Tax Upsurge is triggered. If a Road Activation triggered the Upsurge, complete the Activation first.
- When you rob a Carriage, the owner of each Barricade on that road gains 2 VP.

## Scoring

- At the end of the round, players can exchange Guards captured by Traps to collect the rewards shown on the current Ransom tile. You can perform each trade on the tile once.
- The number of points you earn for each sent Envoy, built Trap, and built Barricade is determined by your level on the Reputation track. You gain Reputation by using Weapon dice to defeat Guards and rob Carriages.
- If you reach the top space on the Reputation track, you gain 5 VP during endgame scoring.