

Another game aid

THE





by Universal Head



THE ESOTERIC ORDER OF GAMERS

www.orderofgamers.com

Tabletop game rules summaries, foamcore box plans, articles, interviews, reviews and lots more at www.orderofgamers.com

 @EOGamers  [gplus.to/EOGamers](https://plus.to/EOGamers)  facebook.com/EOGamers  [EsotericOrderGamers](https://YouTube.com/EsotericOrderGamers)

These sheets are intended only for the personal use of existing owners of the game for additional reference. Universal Head makes no claim whatsoever to the rights of the publisher and copyright holder, and does not benefit financially from these player aids. Artwork from the original game is copyrighted by the publisher and used without permission. This PDF may not be re-posted online, sold or used in any way except for personal use.

Game: **THE LEGEND OF ROBIN HOOD**

Publisher: **Avalon Hill (1979)**

Page 1: **Rules summary front**

Page 2: **Rules summary back**

Page 3: **Play reference x2 front**

Page 4: **Play reference x2 back**

v1.4

Jun 2009

Print on card (ensure you are printing at 100% scale) laminate and trim to size.

Universal Head. Design That Works. www.universalhead.com

SETUP

One player is **Robin Hood** and the other is the **Sheriff of Nottingham**.

Setup positions for units and leaders are shown on the map. Those not on the map appear later during the game. The 6 **Traveller** counters (4 **Nobles** and 2 **Bishops**) are placed in the **Traveller** box.

Sir Guy of Gisbourne and the **Men-at-Arms** unit with him begin the game facedown. They cannot move or fight until the Sheriff ends his turn in the same box, or the outlaws attack Sir Guy.

All outlaw units and leaders except Robin Hood begin the game facedown and **unrecruited**. They cannot move, fight, or be attacked until recruited.

The Sheriff player begins the game with **12 Gold Marks** in his Treasury; the Robin Hood player has none.

GAME TURN

On his turn, the player taking his turn plays through the following phases in order.

Robin Hood Turn

1. Movement

The Robin Hood player may **move** any or all of his outlaw units and leaders. **No unit(s) may move without a leader.**

2. Combat

Both players conduct the following steps, in order, for each **combat** on the board. The Robin Hood player determines the order in which combats are resolved.

1. Archery Outlaw units in the same box as enemies may exchange archery fire.

2. Melee Outlaw units in the same box as enemies *must* attack.

3. Personal Combat/Capture Opposing leaders in the same box with no units present *must* engage in personal combat. Leaders in a box with enemies and no friendly units must roll to see if they are captured or killed, or escape.

3. Robbery

Outlaw units in a box with a Bishop or Noble traveller marker and no Sheriff units may **rob** the traveller. The Robin Hood player deducts the traveller's Gold Marks from the Sheriff player's pile and adds them to his pile.

Looting can also occur in this phase.

4. Recruitment

Robin Hood may **recruit** any Outlaw leader or Merry Man unit in the same box he is in. This may involve a special form of personal combat.

5. Hanging

The Sheriff player may **hang** any outlaw leader he holds captive in a town box, if the requirements have been met.

Sheriff Turn

1. Random Events

The Sheriff player rolls D6 and checks the **Traveller's** box to see if a traveller has arrived. If a 6 is rolled, a new leader enters the game, and other units and leaders may enter automatically.

The Legend of Robin Hood

1. Movement

The Sheriff player may **move** any or all of his units and leaders. Unit(s) do not require a leader to move.

2. Combat

Both players conduct **combat**.

3. Taxation

The Sheriff player may **tax** any village box occupied by one or more of his units with a leader. He rolls a D6 and consults the Taxation table, adding collected taxes to his Treasury.

End of Turn

The Game Turn marker is advanced one space on the Turn Record Track.

MOVEMENT

Each turn you may move as many of your units or leaders as desired, up to their **Movement Allowance**.

Each counter expends 1 **Movement Point** (MP) per box entered, except for **forests** which cost 2 MP.

A counter must stop when it enters a box with enemy unit(s) or leader(s), but not a traveller. Any number of friendly pieces may be in the same box.

Outlaw units may only move with an outlaw leader that began the movement in their box. At any point of the movement units may 'drop off' in boxes along the movement path. The leader's **Command Ability** is the maximum number of Merry Men units the leader may move in a single phase.

No counters may enter the **River Trent**, and may only cross the river at the **bridge** and **ford** boxes (and may not end their move in them). A counter may enter or leave a bridge or ford box only from a box that they lead to.

Counters moving to and from a **Keep** must pass through the castle box.

Secret Passages

Robin Hood, with a maximum of 2 Merry Men units and one another leader, may enter a **Keep** through a **secret passage**. Roll D6: 1-4 the entry is successful; 5-6 there is a **mishap**: the Merry Men units are eliminated and each leader is killed if he rolls 1-2 on a D6. Leaders that survive are placed in the box they attempted entry from, and may continue to move.

A given **Keep** may have its secret passage attempted *once* per game (place a **Discovered Passage** counter in the box).

All outlaw units and leaders who are not **captive** may *always* leave a **Keep** via a secret passage (even if a **Discovered** one); no die roll is necessary.

COMBAT

Combat is always mandatory and follows a strict order.

The **Attacker** is the player whose turn it is; the opposing player is the **Defender**.

All die roll modifications are cumulative. Eliminated units are chosen and removed by their owner.

Leaders are unaffected by archery or melee combat, and therefore do not contribute their Combat Strengths.

1. Archery

Both sides total their **Archery** strengths, roll D6, and consult the **Archery** table.

Units in forest, town, mill or village boxes subtract 1 from their roll.

Merry Men units add 1 to their roll if **Robin Hood** is in their box (unless he is wounded).

Archery cannot take place in a **Keep**, ruined castle or castle box.

Units that have passed through a ford box during the preceding movement cannot participate in archery (their bow strings are wet).

2. Melee

Both sides total the **Melee** strengths of their remaining units, compare them as a ratio (rounded down in favor of the Defender), roll D6, and consult the **Melee** table.

Units in a **Keep**, ruined castle or castle box subtract 1 from their roll.

Defending units with a friendly leader in their box have 1 subtracted from their roll. Attacking units with a friendly leader in their box add one to their roll.

Maid Marion and **Alan a Dale** cannot be used to modify the roll.

If attacking units fail to eliminate at least 1 defending unit in a castle box, the attackers must retreat to any adjacent box (except the **Keep**). If all adjacent boxes are occupied by enemy units, the attackers are eliminated.

If attacking units fail to eliminate at least 1 defending unit in a Keep box, the attackers must retreat to the adjacent castle box or use the secret passage. If the box moved to is occupied by enemy units, the attackers are eliminated.

Leaders with attacking units in either of these situations retreat with their units. If their units are eliminated in melee, roll for their fate; if their units are eliminated due to the lack of a retreat box, they are **captured**.

If there are multiple combats, each is resolved completely before proceeding to the next, in an order chosen by the player whose turn it is. Counters that have participated in a combat cannot be used in any further combat in a box they have retreated into, nor can they be used to capture, kill, or free a leader there.

Eliminated Units

Each eliminated outlaw unit immediately rolls a D6 to determine in which box of the corresponding number they reappear. They re-enter the game *unrecruited*.

Each eliminated Sheriff unit automatically reappears on the fourth game turn after elimination, but no more than 1 may reappear per turn. Place eliminated units on the Turn Record Track on the turn they reappear as **reinforcements**. Eliminated King's Foresters and Knights never reappear.

3. Personal Combat and Capture

If opposing leaders occupy a box with no units, **personal combat** occurs. Each player rolls D6 and adds his leader(s) Combat Strengths; the player with the higher total is the winner. On a draw all leaders remain in the box.

The winner rolls D6 for each losing leader to determine their fate. On 1-2 he is captured; 3-5 he is killed; and 6 he escapes.

If he escapes, place the leader in any adjacent box unoccupied by enemies (if no such box exists, he is captured).

If a leader occupies a box with an enemy unit and no friendly units, the leader must roll D6: 1-4 he is caught; 5-6 he escapes (4-6 if in a forest, village, or town box). If a leader is caught roll another D6: 1-3 he is killed; 4-6 he is captured.

Maid Marion and **Alan a Dale** never engage in personal combat and are automatically captured without a die roll in these situations.

CAPTIVES, MURDER, HANGING

Captives

Leaders captured during *Personal Combat* and *Capture* must be **guarded** by at least 1 unit or leader. The group is moved at the speed of the slowest. A single unit or leader may guard any number of captives.

Murder and Ransom

Captive Sheriff leaders may be **murdered** at the start of any Robin Hood movement phase.

If the Robin Hood player chooses to **ransom** a captive leader, at the end of his turn he receives the following **Ransom Value** from the Sheriff Player's pile of Gold Marks. The captive is placed in a town, **Keep**, or castle chosen by the Sheriff player.

Sheriffs of Nottingham and Lincoln: 2 Marks each

Sir Guy of Gisbourne: 3 Marks

Prince John: 10 Marks

Hanging

Captive **outlaw** leaders taken to any **Keep** box and held there for 2 complete Sheriff turns (they do not have to be guarded) may be **hanged**. Any turn subsequently they may be taken to any town box and hanged during the Hanging phase of the Robin Hood turn. A Sheriff leader must be present in the box.

The Sheriff player gets 2 Marks for each outlaw leader hanged and 3 for **Little John** or **Will Scarlet**.

Maid Marian or **Friar Tuck** may never be hanged.

The game ends immediately and the Sheriff player wins if **Robin Hood** is hanged.

Rescue

A captive is **rescued** if a friendly counter occupies the same box at the end of any Combat phase, regardless of the presence of enemy counters. A leader may not escape with the captive(s) he is guarding.

Exchange

The players may agree to **exchange prisoners** at any time. Place the exchanged Sheriff leader in any town, Keep or castle box chosen by the Sheriff player, and the outlaw leaders in any forest box chosen by the Robin Hood player.

GOLD, TAXES, ROBBERY

Robbery

If a Merry Men unit (with or without a leader) occupies a box with a Noble or Bishop marker during the Robbery Phase, and no Sheriff units are present, a **robbery** takes place.

The Noble or Bishop is removed from play (but can later re-enter the game). Nobles yield 1 Mark and Bishops 2 Marks, moved from the Sheriff's Treasury to Robin Hood's.

The Sheriff player receives 1 Mark for each Noble or Bishop that safely exits the map without being robbed.

Looting

A Merry Men unit in a Keep box with no Sheriff units present during the Robbery phase may **loot 4 Marks**. A given Keep may only be looted once per game; place a **Looted** marker on the Keep to indicate its status.

Taxation

If the Sheriff player has at least 1 unit and a leader in a village with no recruited Merry Men units during the Taxation phase, he may attempt to **extort money** from that village.

Roll D6 on the **Tax table** for each village and add the result in Gold Marks to the Sheriff player's Treasury. He may not attempt to tax the same village on 2 consecutive game turns.

OUTLAW RECRUITMENT

Only **Robin Hood** may **recruit** outlaw leaders (including **Alan a Dale**). Recruitment is automatic if Robin occupies the same box as the unrecruited leader during the Recruitment phase, except in the cases of **Little John**, **Will Scarlet**, and **Friar Tuck**, who must be **fought**.

Only **Robin Hood**, **Little John**, **Will Scarlet**, and **Will Stutley** may (automatically) recruit Merry Men units.

Recruited leaders are flipped over. They can never be attacked or captured by the Sheriff player while facedown (unrecruited).

Recruitment Combat

The Robin Hood player rolls D6 on the **Recruitment table**, cross-indexing the result with the leader he is attempting to recruit.

If Robin is **wounded** he must spend the next friendly turn in the box he currently occupies. He is automatically captured if forced to engage in Personal Combat, or caught by enemy units in the same box without friendly units present.

While wounded, Robin cannot modify the roll of Merry Men units in combat, disguise himself or attempt recruitment. He is considered healed at the beginning of the second Robin Hood turn after being wounded.

REINFORCEMENTS

The Sheriff player receives one Men-at-Arms unit on Turns 4 and 9, one King's Forester unit on Turn 6 and one Knights unit on Turn 11. These are placed in any town box (even if occupied by outlaw units) at the start of the appropriate Sheriff turn, and may move and fight normally in that turn.

DISGUISE

King Richard and **Robin** may **disguise** themselves at the start of any Robin Hood turn. Flip the counter facedown.

Disguised leaders may not use their Command Ability to move Merry Men units. They may not be captured, killed, or engage in Personal Combat unless 'recognised'.

At the start of the Personal Combat phase the Sheriff player rolls D6: if only Sheriff units are present in the box the leader is recognised on a 5-6; if a leader is present on 4-6.

Prince John will always recognise his brother **King Richard**.

Upon recognition, the disguised leader is flipped faceup and normal rules resume.

RANDOM EVENTS

During the Random Events phase the Sheriff player rolls D6: if **1-5** is rolled a **new traveller** is placed on the road box at the edge of the map whose number corresponds to the die roll.

Another D6 is rolled: 1-4 the traveller is a Noble; 5-6 it is a Bishop.

If a 6 is rolled for a **Random Event**, a **new personality** arrives. If a 6 is rolled during 2 consecutive Random Event phases, the second is ignored.

Traveller markers are stored on the Traveller's box until required; if all are on the map and another is rolled, the event is ignored.

Traveller Movement

Travellers arriving at road box #1 must move, during every Sheriff movement phase, 3 boxes towards box #3. Those arriving at boxes #2-5 must move, during every Sheriff movement phase, 3 boxes towards box #1. They may only enter road, town, bridge, and village boxes, and every box entered must bring the traveller closer to his destination. The top of the marker indicates the direction of movement.

Travellers ignore all units and leaders while being moved, and do not participate in combat. Upon reaching his destination box, or being robbed, he is removed from the map and returned to the pool of available travellers. Only travellers may end their move on a numbered road box.

Personalities

The first die roll of 6 brings **Will Scarlet** onto the map; roll another D6: 1-2 he is placed facedown (*unrecruited*) on box A, 3-4 on box B, 5-6 on box C.

If Scarlet has not appeared by turn 5 he is automatically placed and there is no Random Events roll that turn.

The second legal roll of 6 brings **Alan a Dale** onto the map in the same manner. He automatically appears on turn 10.

The third legal roll of 6 brings **Maid Marion** onto the map in the same manner; however she is considered *recruited*. She automatically appears on turn 15.

The fourth legal roll of 6 brings **Prince John** with his retinue of one Knight unit, one Men-at-Arms unit, and one King's Foresters unit onto the map on road box 3. The Prince may move and combat normally in the subsequent Sheriff turn. He automatically appears on turn 20.

The fifth legal roll of 6 brings **King Richard** onto the map. Roll D6 again (re-rolling sixes) to determine the entry road box. The king may move and combat normally in the subsequent Robin Hood turn.

King Richard may never be hanged, but may be killed and murdered. The Sheriff player may murder the king at the beginning of his turn in the same manner as allowed the Robin Hood player.

The 5 personalities arrive strictly in the order listed; the automatic arrival of one, therefore, will shift the number of sixes needed for all of the personalities to follow down by one.

Personalities cannot arrive on 2 consecutive Random Event phases, even if the first one entered automatically.

ARCHERY CONTEST

At any time after the arrival of **Prince John**, the Sheriff player may declare an **Archery Contest**.

The contest occurs at the end of the second complete Robin Hood Movement phase after the declaration in the Nottingham Green box outside Nottingham town.

Prince John and one other Sheriff leader must be in the box; if not, the Sheriff player immediately loses 10 Gold Marks from his treasury (returned to the Gold Mark Pool on the map).

If **Robin Hood** attends (even in disguise), he is automatically the winner of the contest and receives 2 Marks (the Golden Arrow).

If Robin does not attend, the Sheriff player gains 5 marks and the Robin Hood player loses 5 Marks.

Any number of other counters from both sides may attend. If both sides have forces present, a battle must take place during the following Robin Hood Combat phase.

All *melee* losses are +1 in this case.

Robin Hood counters may pass through Sheriff counters on the turn of the contest as long as they end their movement in the Green box.

At the end of the Robin Hood turn in which the contest takes place, all Robin Hood units and uncaptured leaders remaining in the Green box are placed in any forest box within 4 boxes.

MARRIAGE

At the end of the Robin Hood player turn, **Robin Hood** and **Sir Guy of Gisbourne** can both attempt to **marry Maid Marion**.

Robin Hood's Wedding **Robin Hood**, **Maid Marion**, **Alan a Dale**, and **Friar Tuck** must be present in the same box.

Sir Guy's Wedding **Maid Marion** must be held captive, taken to a Keep and held there for 2 consecutive complete Sheriff turns, then conveyed to a town box for the wedding. **Maid Marion**, **Sir Guy**, and the **Sheriff of Nottingham** must be present. **Prince John** may substitute for the Sheriff. After the marriage Maid Marion must still be held captive and guarded.

Bigamy

Maid Marion cannot be married to 2 men at once. If **Sir Guy** marries her, **Robin Hood** must kill Sir Guy before he can marry her (even if Marion is no longer captive).

GAME END

The game ends when any of the following occur:

1. **Robin Hood** is killed or hanged;
2. **King Richard** is killed or murdered;
3. **King Richard** is in the same box as **Robin Hood** at the end of any turn;
4. The players complete the 30th game turn;
5. All of the Sheriff leaders are killed or murdered.

Sheriff Victory Conditions

The Sheriff player wins if he has killed or hanged **Robin Hood** or holds him captive at the end of the game, or if he prevents the Robin Hood player from achieving his victory conditions.

Robin Hood Victory Conditions

The Robin Hood player automatically wins if he kills or murders all 4 Sheriff leaders. He also wins if he achieves 3 of the following 4 victory conditions, and **Robin Hood** is alive and not held captive at the end of the game:

1. **Robin Hood** has married **Maid Marion** and she is not held captive at the end of the game.
2. **King Richard** is in the same box as **Robin Hood** at the end of the game.
3. **Robin Hood** has reduced the Sheriff's treasury to 5 Marks or less. There can be no negative treasury balances; if Robin is owed more Marks than are in the Sheriff's treasury, the balance is taken from available counters.
4. **Robin Hood** has at least 20 Marks in his treasury.

Should the players find that the Robin Hood player is winning too easily, change the conditions so he must fulfill conditions 1 and 2 and either 3 or 4.

The Legend of Robin Hood

GAME TURN

Robin Hood Turn

1. Movement

Move any or all of your outlaw units and leaders. No unit(s) may move without a leader.

2. Combat

Resolve each combat on the board.

1. Archery

2. Melee

3. Personal Combat/Capture Opposing leaders with no units present. Leaders with enemies and no friendly units roll to see if they are captured/killed, or escape.

3. Robbery

Outlaw units may **rob** a Traveller if there no Sheriff units present. Looting can also occur.

4. Recruitment

You may **recruit** any Outlaw leader or Merry Man unit in the same box. This may involve personal combat.

5. Hanging

The Sheriff may **hang** any outlaw leader he holds captive in a town box, if requirements have been met.

Sheriff Turn

1. Random Events

Roll D6 and check the Traveller's box. On a 6, a new leader enters the game. Other units and leaders may enter automatically.

1. Movement

Move any or all of your units and leaders. Unit(s) do not require a leader to move.

2. Combat

Both players resolve combats.

3. Taxation

You may **tax** any village box occupied by units with a leader. Rolls a D6 on the Taxation table.

GAME END

The game ends when any of the following occur:

1. Robin Hood killed or hanged;
2. King Richard killed or murdered;
3. King Richard in the same box as Robin at the end of any turn;
4. 30th game turn completed;
5. All of the Sheriff leaders killed or murdered.

Sheriff Victory Conditions

Robin Hood is killed, has been hanged, or is held captive at the end of the game, or the Robin Hood player is prevented from achieving his victory conditions.

Robin Hood Victory Conditions

All 4 Sheriff leaders are killed or murdered, or if he achieves 3 of the following conditions, and Robin is alive and not held captive at the end of the game:

1. Robin has married Maid Marian and she is not captive.
2. King Richard is in the same box as Robin.
3. Robin has reduced the Sheriff's treasury to 5 or less.
4. Robin has at least 20 Marks in his treasury.

OTHER D6 ROLLS

Secret passages

- 1-4** Entry is successful;
5-6 Units are eliminated; each leader killed on a 1-2.

Personal combat and capture

- 1-2** Losing leader captured;
3-5 Losing leader killed;
6 Losing leader escapes.

Leader alone with an enemy unit

- 1-4** Leader is caught (1-3 killed; 4-6 captured);
5-6 He escapes (4-6 if in a forest, village, or town box).

Seeing through a disguise during personal combat

- 5-6** Leader recognised if only Sheriff units are present;
4-6 Leader recognised if a leader is present.

Personalities (Random Events roll of 6)

- 1st roll: **Will Scarlet.**
 2nd roll: **Alan a Dale.**
 3rd roll: **Maid Marion.**
 4th roll: **Prince John** with 1 Knight unit, 1 Men-at-Arms unit, and 1 King's Foresters (road box 3).
 5th roll: **King Richard** (D6 for entry road box).

The Legend of Robin Hood

GAME TURN

Robin Hood Turn

1. Movement

Move any or all of your outlaw units and leaders. No unit(s) may move without a leader.

2. Combat

Resolve each combat on the board.

1. Archery

2. Melee

3. Personal Combat/Capture Opposing leaders with no units present. Leaders with enemies and no friendly units roll to see if they are captured/killed, or escape.

3. Robbery

Outlaw units may **rob** a Traveller if there no Sheriff units present. Looting can also occur.

4. Recruitment

You may **recruit** any Outlaw leader or Merry Man unit in the same box. This may involve personal combat.

5. Hanging

The Sheriff may **hang** any outlaw leader he holds captive in a town box, if requirements have been met.

Sheriff Turn

1. Random Events

Roll D6 and check the Traveller's box. On a 6, a new leader enters the game. Other units and leaders may enter automatically.

1. Movement

Move any or all of your units and leaders. Unit(s) do not require a leader to move.

2. Combat

Both players resolve combats.

3. Taxation

You may **tax** any village box occupied by units with a leader. Rolls a D6 on the Taxation table.

GAME END

The game ends when any of the following occur:

1. Robin Hood killed or hanged;
2. King Richard killed or murdered;
3. King Richard in the same box as Robin at the end of any turn;
4. 30th game turn completed;
5. All of the Sheriff leaders killed or murdered.

Sheriff Victory Conditions

Robin Hood is killed, has been hanged, or is held captive at the end of the game, or the Robin Hood player is prevented from achieving his victory conditions.

Robin Hood Victory Conditions

All 4 Sheriff leaders are killed or murdered, or if he achieves 3 of the following conditions, and Robin is alive and not held captive at the end of the game:

1. Robin has married Maid Marian and she is not captive.
2. King Richard is in the same box as Robin.
3. Robin has reduced the Sheriff's treasury to 5 or less.
4. Robin has at least 20 Marks in his treasury.

OTHER D6 ROLLS

Secret passages

- 1-4** Entry is successful;
5-6 Units are eliminated; each leader killed on a 1-2.

Personal combat and capture

- 1-2** Losing leader captured;
3-5 Losing leader killed;
6 Losing leader escapes.

Leader alone with an enemy unit

- 1-4** Leader is caught (1-3 killed; 4-6 captured);
5-6 He escapes (4-6 if in a forest, village, or town box).

Seeing through a disguise during personal combat

- 5-6** Leader recognised if only Sheriff units are present;
4-6 Leader recognised if a leader is present.

Personalities (Random Events roll of 6)

- 1st roll: **Will Scarlet.**
 2nd roll: **Alan a Dale.**
 3rd roll: **Maid Marion.**
 4th roll: **Prince John** with 1 Knight unit, 1 Men-at-Arms unit, and 1 King's Foresters (road box 3).
 5th roll: **King Richard** (D6 for entry road box).

TERRAIN EFFECTS

Terrain	Movement Effect	Combat Effect
Forest	2 MP, Knights may not enter.	-1 Archery.
Mill, Village, Town	1 MP.	-1 Archery.
Ford, Bridge	1 MP, may not end move in space.	Not allowed.
River	Impassable.	Not allowed.
Keep	1 MP, can only enter from Castle box.	No Archery, -1 Melee.
(Ruined) Castle	1 MP.	No Archery, -1 Melee.
Field, Road, N.Green	1 MP.	-
Numbered Road box	1 MP, only Travellers may end move in a numbered road box.	Not allowed.
Secret Passage	Roll for <i>mishap</i> .	None.

A counter must stop when it enters a box with enemy unit(s) or leader(s), but not a traveller.

Outlaw units may only move with an outlaw leader (number of units is limited by the leader's Command Ability).

ARCHERY

Archery Strength Points Firing							
D6	1	2	3,4	5,6	7,8	9+	
1	-	-	-	1	1	1	
2	-	-	-	1	1	1	
3	-	-	1	1	1	2	
4	-	1	1	1	2	2	
5	1	1	1	2	2	3	
6	1	1	2	2	3	3	

Roll Modifiers:

Units in forest, town, mill or village: -1

Merry Men units if unwounded Robin with them: +1

= Eliminated enemy units (Knight unit = 2 units).

Units cannot fire if they passed through a ford box during their previous move.

RECRUITMENT

Leader Being Recruited		
D6	Will Scarlet	Little John, Friar Tuck
1	Recruited	Recruited
2	Recruited	Recruited
3	Recruited	Recruited
4	Recruited	Recruited/W
5	Recruited/W	Not Recruited/W
6	Recruited/W	Not Recruited

W = Robin Hood wounded.

MELEE

Odds (rounded down in favour of the Defender)							
D6	1-3	1-2	1-1	2-1	3-1	4-1	
1	AL3	AL2	AL1	AL1	EX	EX	
2	AL2	AL2	AL1	EX	EX	DL1	
3	AL2	AL1	EX	EX	DL1	DL2	
4	AL1	EX	EX	DL1	DL1	DL2	
5	AL1	EX	DL1	DL1	DL2	DL2	
6	EX	DL1	DL1	DL1	DL2	DL2	

Roll Modifiers:

Units in Keep, castle or ruined castle: -1

Defending units with friendly leader: -1

Attacking units with friendly leader: +1

Maid Marion and Alan a Dale cannot modify rolls.

Odds less than 1-3 are 1-3, and greater than 4-1 are 4-1.

AL# Attacker loses indicated number of units.

EX Each side loses one unit.

DL# Defender loses indicated number of units.

+1 melee losses immediately after the Archery Contest.

TAX

D6	Marks	D6	Marks
1	none	4	1
2	none	5	1
3	none	6	2

= Gold Marks received from that village.

TERRAIN EFFECTS

Terrain	Movement Effect	Combat Effect
Forest	2 MP, Knights may not enter.	-1 Archery.
Mill, Village, Town	1 MP.	-1 Archery.
Ford, Bridge	1 MP, may not end move in space.	Not allowed.
River	Impassable.	Not allowed.
Keep	1 MP, can only enter from Castle box.	No Archery, -1 Melee.
(Ruined) Castle	1 MP.	No Archery, -1 Melee.
Field, Road, N.Green	1 MP.	-
Numbered Road box	1 MP, only Travellers may end move in a numbered road box.	Not allowed.
Secret Passage	Roll for <i>mishap</i> .	None.

A counter must stop when it enters a box with enemy unit(s) or leader(s), but not a traveller.

Outlaw units may only move with an outlaw leader (number of units is limited by the leader's Command Ability).

ARCHERY

Archery Strength Points Firing							
D6	1	2	3,4	5,6	7,8	9+	
1	-	-	-	1	1	1	
2	-	-	-	1	1	1	
3	-	-	1	1	1	2	
4	-	1	1	1	2	2	
5	1	1	1	2	2	3	
6	1	1	2	2	3	3	

Roll Modifiers:

Units in forest, town, mill or village: -1

Merry Men units if unwounded Robin with them: +1

= Eliminated enemy units (Knight unit = 2 units).

Units cannot fire if they passed through a ford box during their previous move.

RECRUITMENT

Leader Being Recruited		
D6	Will Scarlet	Little John, Friar Tuck
1	Recruited	Recruited
2	Recruited	Recruited
3	Recruited	Recruited
4	Recruited	Recruited/W
5	Recruited/W	Not Recruited/W
6	Recruited/W	Not Recruited

W = Robin Hood wounded.

MELEE

Odds (rounded down in favour of the Defender)							
D6	1-3	1-2	1-1	2-1	3-1	4-1	
1	AL3	AL2	AL1	AL1	EX	EX	
2	AL2	AL2	AL1	EX	EX	DL1	
3	AL2	AL1	EX	EX	DL1	DL2	
4	AL1	EX	EX	DL1	DL1	DL2	
5	AL1	EX	DL1	DL1	DL2	DL2	
6	EX	DL1	DL1	DL1	DL2	DL2	

Roll Modifiers:

Units in Keep, castle or ruined castle: -1

Defending units with friendly leader: -1

Attacking units with friendly leader: +1

Maid Marion and Alan a Dale cannot modify rolls.

Odds less than 1-3 are 1-3, and greater than 4-1 are 4-1.

AL# Attacker loses indicated number of units.

EX Each side loses one unit.

DL# Defender loses indicated number of units.

+1 melee losses immediately after the Archery Contest.

TAX

D6	Marks	D6	Marks
1	none	4	1
2	none	5	1
3	none	6	2

= Gold Marks received from that village.