



# Meeple University Guide to Robin Hood and the Merry Men



## MERRY MEN PHASE

Take income, then place meeple one at a time

Two types of actions: active (stronger) and passive (weaker).

Active meeple in hideouts, passive meeple in main area.

No passive action for construction yard or crusade.

To take active action, play matching card from hand or passive pile

To take passive action, play any card from hand to passive pile

Passive pile has max six cards (can discard), worth VP at end game

### 1-5. Gathering sites (circular shield icons)

- Take resource matching the site
- Cannot hold more than four weapon dice at any time

### 6. Town square (circular shield with fountain icon)

- Roll black dice equal to arrows, aim for one success
- If successful take loot tokens (return to bag) or push your luck
- If unsuccessful: Prison I + fine; or Prison II
- Fine = any one resource, distraction token or penny

### 7. Construction yard (hammer icon)

- Pay to construct trap (first unguarded hideout in an area) OR
- Pay to construct barricade (closest unbarricaded location)
- May only build the structure shown on the active card played
- Pay resources to the supply, pennies to a road of your choice
- Unlocks income

### 8. Sending an envoy (letter seal icon)

- Pay to send an envoy to the crusades
- Resources/dice to the supply, pennies to a road of your choice
- Scores endgame VP and unlocks one endgame bonus card
- Envoy meeple do not return

## HERO PHASE

Draft two weapons (first to last, then last to first).

Players with four weapon dice do not draft.

Each player takes a full turn: 1×villain card, then 2×hero moves

## VILLAIN CARD EFFECTS

Villain moves to hero: pay distraction token or flip card for a turn

Hero moves to villain: pay distraction token or cannot take the action

### 1. Placing a guard (guard helmet icon)

- Place in top hide-out space without a guard, or on the village track
- If trapped, return trap and guard to the player's lair
- If it arrests Merry Man, owner pays a fine to the space; or Prison I

### 2. Sheriff of Nottingham (gold star icon)

- Place in main area (no effect on merry men in the site)
- Place two guards as above

### 3. Guy of Gisborne (breastplate icon)

- Remove closest barricade to the castle (return to player's lair)
- Advance carriage to castle if it is now unimpeded (see below)

### 4. Prince John (crown icon)

- Remove pennies equal to barricades (including the printed one)

### 5. Activate a road (carriage icon)

- Advance all carriages one barricade
- Add carriage to the head of the road
- If carriage enters castle:
  - Place carriage upright on the lot (top to bottom, left to right)
  - Pay pennies from the road per the space covered
- If carriage lot fills:
  - Return carriages back in bag
  - Activate roads equal to number of robbed carriages (laid flat)
  - Starting with richest road (tie: most barricades, fewest carriages)
  - All roads activate once before the richest activates again

## HERO ACTIONS

Move to a space and perform its action.

Take two moves. Cannot stay in the same place between moves.

Can occupy spaces with other heroes.

### 1-4. Roads (flag with N/S/E/W letter)

- Ambush carriage using at least two matching dice
- Roll dice and score at least one hit to succeed
- Can spend distraction tokens to reroll
- If successful:
  - +1 reputation
  - Return all dice used in ambush
  - Place carriage (laid flat) on the lot and claim reward on the right
  - +2VP to the owner of each barricade on the road
  - Ambush another carriage if able
- If unsuccessful, keep the dice

### 5-10. Gathering sites

- Fight guard of your choice using at least one die matching the site
- Roll dice and score at least one hit to succeed
- Can spend distraction tokens to reroll
- If successful:
  - +1 reputation
  - Return dice used in fight
  - Remove guard from the board
  - If you free a Merry Man from arrest:
    - Take the fine into your supply
    - +1VP if it belongs to another player
  - Fight another guard if able
  - If you killed the last guard, gain the passive bonus of the site
- If unsuccessful, keep dice

### 11. Free prisoners (tower icon)

- Spend distraction tokens, roll two skill dice per token
- Free prisoners based on number of successes (see below)
- Gain rewards from Sheriff's stash (see below)
- Return Merry Men to owner; gain VP if belongs to opponent
  - From Prison I, needs 1 success, earn 2VP and one reward
  - From Prison II, needs 2 successes, earn 3VP and two rewards
  - From Prison III, needs 3 successes, earn 4VP and three rewards

### 12. Archery competition (target icon)

- Roll skill dice per the level, gain pennies for each success
- Can attempt each level in sequence until suffering one failure
- No additional penalty for failure

### 13. Purchase weapons (sword icon)

- Any number of purchases at the exchange rate shown
- Can freely swap weapon dice for others from the supply

### 14. Village (houses icon)

- Pay pennies back to the supply (not to the roads)
- Remove one guard from the village track per two pennies
- Gain 2VP per guard removed

## END OF ROUND

1. Use ransom tile
  - May use each half of the ransom tile once
  - May not use a single half of a ransom tile twice
2. Advance prisoners (not at end of game)
3. New arrests go to Prison I
4. Return heroes and merry men (except prisoners and envoys)
5. Fill hideout with merry men from training grounds
6. If fewer than two merry men left, free one prisoner and lose 5VP
7. Discard active merry men cards
8. Discard merry men cards from hand as desired, then draw to four
9. Return villains to the castle
10. Draw new ransom tile
11. First player marker moves clockwise
12. Advance round marker

## END OF GAME

- + VP for envoys, traps and barricades, based on reputation
- + 5VP for reaching end of reputation track
- + VP for King Richard cards
- + 1VP per three leftover possessions
- + 1VP per unransomed guard
- + VP printed on passive merry men cards
- + VP for sets of passive merry men cards (2/3/4/5 = 3/6/10/15VP)
- Lose 1/2/3/4VP for Prison I/II/III/hanged prisoners