

## **1 Set up the game**

In Sherwood, you pit your fighters against the fighters of your opponent. Some of those are strong knights, on big horses, in heavy armour, are simple soldiers or daring outlaws. Some fight for the evil Sheriff of Nottingham, some fight with Robin Hood and his Merry Men.

The fighters are called characters. They are printed on cardboard counters. The characters all have individual names. On the counters are three numbers. The black number is the attack score, the red number the defence score and the blue number the movement score. Better fighters have higher attack and defence scores, as have characters mounted on a horse. Those riders are also faster. Some characters, like knights, wear armour. They have a red circle around their defence score. They are better protected, but also slower. Some characters use missile weapons, bows and crossbows. You see these in the picture. They can shoot arrows and bolts to anywhere on the map but are often weak in combat.

Every character has two counters, or four counters, in the case of riders. The counter with the lower number is used when the character is wounded. With riders, you use the bigger counters when they ride their horses, or the smaller counters, when dismounting. If you turn around the unwounded counter of a rider, you find a riderless horse.

The maps show small six-sided fields called hexes (hex is ancient Greek for six). The counters of the characters fit on these hexes, or on two hexes, in the case of riders. One hex is big enough for one fighter to swing a sword or shoot a bow. Only one character can occupy one hex.

To play, you can select a scenario from the book. It states which sides are involved, who begins, which characters and maps are used, where on the maps the characters start and what your goals are. To learn about the game, you can also simply assign some characters of your choice to the players, place them on a map and have them fight.

If you are familiar with the game and these simple rules, you can try to use the advanced rules.

## 2 Play the game

One of you begins to play. When it is your turn, all characters can act. In a first step, any character with a missile weapon (bow or crossbow) can shoot. Then all characters may move. Finally, they can attack enemies next to them with hand weapons (swords, spears, daggers and so on). Not every character has to act at every step, but every activity can only be done in its step. After both players went through this, a game turn is over. If you play a scenario, it ends after a certain number of game turns, so keep track of them. When the game ends, the scenario has rules to determine who has won.

### Step 1: Missile fire

All your archers and **crossbowmen** can fire. For each shooter pick a target character. You cannot fire at targets behind other characters (friendly or enemy), or behind walls or trees. You can fire through windows or doors, or into trees. To hit, you roll one ten-sided die.

If the target is **armoured** (has a circle around their red defence score), a roll of a number from **1 to 3** is a **hit** (see below what this **means**).

If the target is **not armoured**, it is **incapacitated** on a **1** or **hit** on a **2 to 4**.

### Step 2: Movement

All your characters can move. They cannot move through enemy characters, but through friendly characters. To move into or through one empty hex (yellow ground or building floor) costs one movement point: they can move as many hexes as the blue number on their counters shows. Movement through difficult terrain (trees, scrubs, windows, slopes) costs two movement points per hex.

Riders on horses cannot move into buildings or into tree hexes. Instead of moving, a rider can dismount. Place the dismounted counter next to the rider and **turn-flip** the rider around to the **empty-unmounted** horse. For two movement points, the rider can mount again. Remove the dismounted **rider** counter and **turn-flip** the **empty-unmounted** horse back to the side of the rider. Riders can mount any **empty-unmounted** horse. Be careful to turn the **empty-unmounted** horse to the correct rider and exchange the empty horses beforehand. If a wounded rider

**Commented [HT1]:** I thought you wanted to provide a -1 "bonus" to crossbows, to take into account their stronger fire power?

**Commented [HT2]:** No "Retreat 2 hexes" results?

**Commented [HT3]:** I would simply say that it takes a full turn to mount or dismount a horse.

**Commented [HT4]:** Not sure I understand this one:

dismounts, be sure to use the dismounted and wounded counter. Riderless horses don't move and don't attack but can be attacked.

### Step 3: Attack

All characters that have not shot a missile this turn can attack one enemy character next to them. Archers and crossbowmen can attack if they didn't shoot this turn. To hit, you roll one ten-sided die. Compare your black attack score to the enemies red defence score. Several attackers add their attack scores together.

Is the attack score **is lower** than the defence score, the target is **hit on a 1 or 2**.

Is the attack score **is at least 10 higher** than the defence score, the target is incapacitated on a roll of **1**, it is hit on a roll of **2 to 5**.

Otherwise, the target is **hit** on a **1 to 4**.

#### Effect of hits:

Any character who is hit gets wounded. Exchange the unwounded counter with the wounded counter (same name, with lower scores) immediately. A wounded character is incapacitated if hit again. Incapacitated characters are removed from the board. A horse or other animal that is hit is also removed from the map.

**Commented [HT5]:** We might let the archers both move and fire in the same turn to differentiate from the slower fire rate of crossbows.

**Commented [HT6]:** How to stay kid-friendly 😊 I like it.