

# SHERWOOD FOREST



A game by Nils Finkemeyer - Artwork by Alexander Jung

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# Sherwood Forest

## Robin's Heirs

A game by Nils Finkemeyer  
for 3 to 6 Brigand Leaders aged 9 and up  
length: 60 minutes

### Overview

Sherwood Forest is beleaguered by rivaling bands. Everybody wants to be the leader who unifies all bands and takes over where Robin Hood left off. But only the the one who gathers the most riches to give to the poor can be that leader. Plan your raids by gathering information, recruiting new companions and planning in your hide-outs. Form alliances to attack heavily guarded gold transports and avoid the sheriff!

Clever bargaining and well-planned raids will make you the heir of Robin Hood and the new leader in Sherwood Forest.

Sherwood Forest is full of surprises. First and foremost, it is a turbulent and exciting negotiation game. Clever agreements and choosing the right partner in changing alliances will lead you to victory.

*These rules come in two parts: basic rules and advanced rules. The basic rules allow you to get to know the game. The advanced rules allow players to exploit the game's full potential for exciting and ingenious negotiations.*

### game components

1 game board



1 starting player card



6 encampments in the player colors



48 „raiders“, 8 of each player color  
blue, purple, green, yellow, red, black



18 markers in the player colors



12 alliance markers  
(6 pairs)



42 gold bags



1 starting player figure



1 carriage



55 travel-party cards  
(including 10 sheriff cards)



24 equipment cards  
(including 6 special equipment cards)



### BASIC RULES

#### preparation

1. Place the game board on the table.
2. Each player chooses a color and takes 1 encampment, 4 raiders and 3 markers in that color. In addition, each player takes 2 gold bags. He places all these pieces on his encampment.
3. Place the remaining raiders as a supply by the big oak tree.
4. Each player places one of his markers on the “0/30” field of the Road to Glory
5. Place the remaining gold bags as a supply in the gold pit.



6. Separate the 10 sheriff cards from the travel party cards. They are not used for the basic rules.
7. Separate the travel party cards into A-cards and B-cards (see their backs). Shuffle each stack and count out cards based on the number of players:

Number of players	3	4	5	6
Number of A-cards	12	15	18	18
Number of B-cards	12	15	18	18

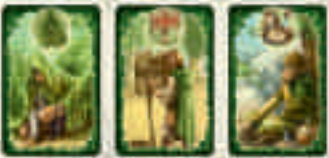
*Return the remaining travel party cards face-down to the box.*

8. Based on the number of players, place the indicated number of the counted out A-cards face-down side by side next to the game board:

Number of players	3	4	5	6
laid-out cards	4	5	6	6

- Turn one of the placed cards face-up.
- Place the counted out B-Cards face-down as a supply next to the game board. Then, place the remaining A-cards face-down on top of the B-cards.

9. Remove the 6 Forest Jerkin, Messenger Garment and Provisions equipment cards.



These cards are not be used in the basic rules. Shuffle the remaining equipment cards and place them face-down as a supply on the game board.



10. Choose a starting player, who takes the starting player figure.
11. Place the starting player card, the carriage, and the alliance markers next to the game board.



## overview of game play

The game lasts 6 rounds. Each turn consists of two phases: the **planning phase** and the **raiding phase**.

- In the **planning phase**, the players deploy their raiders on the game board: They can be placed singly to gather glory, information, new raiders or equipment (cards), or can lie in ambush, alone or with others, to attack approaching travel parties.
- In the **raiding phase**, the travel parties move through the forest. They will be attacked by raiding bands if these bands are at least as strong as the travel parties. The raiders gain loot (gold and new companions) and are rewarded glory points.

After 6 rounds, the player who has collected the most glory points wins.

## the planning phase

Each phase has its own starting player. The player with the starting player figure begins the planning phase. The other players follow in clockwise order. On a player's turn, he carries out one of the following actions by placing One (or more, if applicable) of his raiders in the corresponding places on the game board. The players continue placing raiders until no player has any raiders left in his encampment. The player currently placing raiders is called the active player.

### actions in the planning phase

There are 5 different actions. If the player has more than 5 gold bags in his encampment, the active player must choose the first action (donate at the church). Otherwise he may choose freely:

- 1. donate at the church** (trade gold for glory):



He places 1 raider on the church and pays any number of gold bags from his encampment to the gold pit. Then he moves his marker one step further on the Road to Glory track for each gold bag he paid.

- 2. gathering information at the inn** (look at a travel-party card):



He places 1 raider on the inn. Then he secretly looks at any one of the face-down travel party cards and puts it back. Then, he places one of his markers on that card as a reminder that he may again look at that card as often as he likes (he need not remember what it was).

- Several players may mark the same card.
  - If a player has no marker left, he has to remember the card he looked at.
- 3. buy equipment at the merchant** (take an equipment card):



He places 1 raider on the merchant and pays 1 gold bag from his encampment to the gold pit. Then, he draws an equipment card from the supply,

adding it to his hand. A player may not do this action if he already has 3 equipment cards in his hand.

- 4. recruit at the market-place** (add new raiders):



He places 1 raider on the marketplace and pays 2 gold bags from his encampment to the gold pit. Then he takes one raider of his color from the supply by the old oak and places it on the marketplace as well. He may only use these two raiders again after the following raiding phase.

***tactical advise:** the merchant and the inn may seem to be very expensive. However, they allow for a high degree of influence on events.*

***inn:** a player who has information about the travel party cards will be able to better choose a travel party that his band can successfully loot.*

***merchant:** equipment cards in a player's hand may decide the outcome of a raid!*

- 5. occupy a hide-out** (form a raiding band for an attack):

*This is the core action of the game: raiders gather in a hide-out (see figure at right) to ambush a travel party that may come their way. They hope for loot (gold bags or new companions) and glory points.*



*The raid is successful if the raiding band in a hide-out is as least as strong as the travel party.*

- Each travel-party has a power value of 1 to 14.
- Each raider has a power value of 1, plus (possibly) an equipment card (power value of 1 to 3).



*In order to successfully raid a travel-party, it is often advisable to form an alliance with one or more other players.*

- 5.1 plan a raid without an alliance**

If a player wants to carry out a raid alone, he places any number of raiders from his encampment on an unoccupied hide-out. This makes him the brigand leader of this hide-out until the successful raid or end of the round. Until the end of round, the player may neither add nor take away raiders from this hide-out.

**equipment cards:** in order to raise the power value of his raiders, a player can plan on using the equipment cards in his hand during the raid. However, a player may only use one equipment card per raider.



## 5.2. recuite other raiders

### a) negotiation of an alliance

The active player may ask one or more other players if they want to accompany him with their raiders. He may also negotiate first and choose a hide-out together with his alliance partners.

If he has information, he may use that in his negotiation.

He may reveal:

- how many glory points each alliance partner will receive and/or
- the kind and number of loot the expected travel-party carries with it



**Example:** 1 glory point per alliance partner, 9 gold bags + 1 new companion in total

**Example:**

negotiations are not about the distribution of the loot, but only about the size of the involvement:

- The player may ask about the number and power of raiders. If an alliance partner provides a power value in terms of raider(s) with equipment cards, the above rule on the use of equipment cards applies.
- The other players may also suggest if, where, and with how many raiders and equipment cards they want to joint with.
- The other players may not negotiate between themselves.

### b) agreement on an alliance

As soon as the active player has come to an agreement with the other players, he and his alliance partners place the agreed number of raiders from their encampments on the hide-out. The active player places one of his raiders as brigand leader on the square field. This makes him the brigand leader in this hide-out until a successful raid or end of the round. If a player promised an equipment card, he reveals this card now and places it in front of him. As an aid to memory he marks this card and the hide-out with any pair of alliance markers of the same letter.



If a player cannot find enough alliance partners, he may chose to carry out another action.

**advice:** a player may neither take back nor add to raiders that have already been placed or equipment cards that have already been played. Exception: equipment cards played at the time of a raid (see: **the raiding phase**)

## end of the planning phase

### • glory point and starting player card:

The player who first has no more raiders in his encampment earns a glory point; the second player to have no more raiders in his encampment takes the starting player card.

**tie:**

Sometimes alliance partners have no more raiders in their encampments at the same time. In this case, the order in which the glory point and the starting player card are distributed is determined in clockwise turn order, starting with the active player.

### • end:

the planning phase ends only when all players have no raiders left in their encampment.

## the raiding phase

Now the raids take place. Beginning with the starting player and continuing in clockwise order around the table, each player selects one of the travel party cards that were placed next to the game board. The players continue selecting these travel party cards until all have been selected (*in a game with less than 6 players, the starting player will select two cards*).

### choosing a travel-party card:

The player chooses one of the travel party cards that was placed next to the game board. He may choose a face-up or face down card. He may not choose a travel party card from the supply.

### travel-party movement:

Traveling in the carriage, the chosen travel party follows the route through the woods that is shown on the bottom of the card (see figure at right).



starting town destination town

Place the carriage on the starting town and move it from arrow to arrow in the direction of the destination town. Along the route, in the order of the arrows coming from the hide-outs, raiders attack the carriage.

### equipment cards:

Only when a raid takes place will the players choose if and in which order they use equipment cards from their hands. **Remember: no more than 1 card per raider and the brigand leader chooses the player order for deciding whether to use an equipment card or not.**

- If there is one or more alliance markers on the hide-out, the players must now use the promised equipment cards.
- he players discard each equipment card after it is used. Exception: If none of the promised equipment cards is necessary for a successful raid, the players take all the promised cards back to their hands.

### successful raid

If the power value of the raiding band (including equipment cards) is equal to or higher than the power value of the travel party, the players **must** carry out the raid, even if they would rather not. This can lead to a different travel party being raided by a band than the one intended in the planning phase.

### distribution of loot and glory points:

- **glory points:** glory points: each player participating in the raid earns the full number of glory points shown on the travel party card.
- **a single player's raiders are in the hide-out:** this player receives the entire loot (gold and new companions) shown on the card from the supply.
- **an alliance is in the hide-out:** the brigand leader distributes the gold/new companions as follows (1 piece of loot = 1 gold bag or 1 companion):
  1. If the number of pieces of loot equals the number of raider figures in the hide-out, each figure gets one piece of loot, chosen by the brigand leader.
  2. If there are fewer pieces of loot than raider figures, the brigand leader distributes one piece of loot to each **alliance partner** (if possible) by assigning them to the raider figures. The brigand leader places the piece of look on the raider (on its side) to track the distribution. If, after all alliance partners have received a piece of loot in this way, there is more loot, the brigand leader repeats this process with the remaining loot and raider figures until these is no loot left. (see page 5)
  3. Of course, the brigand leader can only distribute a new companion to players who still have raiding figures of their color waiting by the oak tree.



**Example:** Anna is the brigand leader and has 5 raiders, Ben has joined with 1, and Carla with 6 raiders. The loot consists of 9 gold bags and 1 companion. First, each player receives one piece of loot. As Anna has a raider by the oak tree, she takes the companion and gives 1 gold bag to each of the other two. Of the remaining 7 gold bags, she gives 3 each to herself and Carla. Anna now has 1 raider left and Carla has 2, but there is just 1 gold bag left, so Anna takes it for herself.

#### after a successful raid:

- All players participating in the raid move their remaining raiders from the hide-out to their encampments.
- Place any used equipment cards on a discard pile.
- Remove the chosen travel party card from the game.

#### no raid takes place:

Remove the chosen travel party card from the game.

- The travel-party in the carriage moves past the hide-out on its route.
- The raiders wait for the next carriage and the equipment cards remain.
- If no raid is possible along the entire route, remove the travel party card from the game.

#### be careful of hide-outs by the crossroads:

If a travel party turns at the crossroads, it can pass the same hide-out twice. It is possible that the raid does not take place the first time, but does take place the second time because a player chooses to use one of the equipment cards in his hand the second time.

#### end of a round

A round comes to an end as soon all travel party cards that were placed next to the board (not the supply) have been chosen and traveled. Now the following happens:

##### 1. raiders to the encampment:

With the exception of the supply by the oak tree, move all raiders to their home encampments.

##### 2. new travel-party cards:

Draw the next 4 to 6 cards from the travel party card supply and place them beside the game board (see “*preparation*”, page 2). Turn one card face-up.

##### 3.starting player figure:

The player with the least gold in his encampment takes the starting player figure.

- The current holder of the starting player figure is not considered, because no player may hold the starting player figure twice in a row!
- In case of a tie, the figure goes to the player sitting closest to the former starting player in clockwise order.

Each new round begins with the planning phase again.

#### end of game

The sixth round heralds the end of the game.

Convert the loot gathered in the sixth round into glory as follows:

- Each new gold bag turns into 1 glory point.
- For each new companion taken from the oak tree, a player earns 2 glory points. If there are no raiders by the oak tree, no glory points are gained.

The game ends when all travel party cards placed next to the board are chosen.

- The player who has made the furthest progress on the Road to Glory track wins.
- If a player passes 30 glory points, he continues from space 1 and adds 30 points.
- In the case of a tie, the player with the fewest raiders left by the oak tree wins. If this results in another tie, the player who owns the most gold bags wins.

## ADVANCED RULES

When players are more familiar with the game (e.g. after playing 3 games using the basic rules) and are looking for even more fun with negotiations and raiders, the following elements enter the game:

- 10 sheriff cards and 6 special equipment cards
- There is a new negotiation system and the loot distribution becomes more flexible.

Taking in the new cards, the game becomes more varied, but also a little more difficult. The open negotiation element is particularly good fun.

### preparation

Shuffle the sheriff cards according to the markings on their backs into the A and B decks. Shuffle the special equipment cards into the deck of normal equipment cards.

### planning phase

Actions 1 to 4 proceed just as described in the basic rules. The rules for action 5 “*form a raiding band for an attack*” change as follows:

#### • negotiation of an alliance:

The brigand leader (“active player”) asks if anyone is interested in an alliance. If somebody is interested, those interested discuss the alliance. The following negotiations will reveal who wants to contribute to the alliance and in which fashion and which reward they will receive.

#### negotiation pattern:

The players negotiate freely – without following any particular order – about the use of raiders, equipment cards and the distribution of loot.

- The “brigand leader“ has the right to structure the negotiation as he pleases. In particular he may cut off negotiations among the other players.
- By the end of the negotiations, the active player may also come to the conclusion that he would prefer to carry out the raid alone. In that case, he simply places his raiders in a hide-out of his choice. This ends his turn.

#### trading goods:

Trading gold bags and expected loot is allowed, as well as negotiations of information, the use of equipment cards, choosing a particular travel party, and so on. Swapping or giving away one’s raiders, glory points, and equipment cards is not permitted.

#### • agreement on an alliance:

The turn ends only when all alliance partners are content, unless, of course, the active player decides to carry out the raid alone or take another action instead of continuing with the raid. All items (raiders, alliance markers, gold, etc.) are bindingly placed (see the following section: “*binding agreements*”).

**informant:** a player who has his sights on a particular travel party and enforces his suggestion for an alliance, is known as an informant. This may, but does not necessarily have to be the brigand leader.

**brigand leader:** as before, the brigand leader places one of his raiders on the square field in the chosen hide-out and groups his remaining raiders next to it. His alliance partners place the raiders that they contribute to the alliance in the same hide-out (grouped by colors) .

**Promised equipment cards** need not be revealed (but may be) and are not marked (see below “*non-binding agreements*”).





- **agreements:**

- binding agreements:**

The informant uses a pair of similar alliance markers to mark the hide-out and the respective (face-up or face-down) travel party card.



- marking promises:**

The informant now takes the promised loot in terms of gold and companions from the supplies (gold pit and oak tree) and distributes it as agreed next to each of the alliance partner's group of raiders.

Place the companions on their sides in order to tell them apart from the raiders.

- non-binding agreements:**

- All agreements that go beyond the above-mentioned binding agreements are non-binding and are not marked. This also applies to the use of equipment cards or for expected glory points.
- If no specific travel party card is announced, the raid is unplanned. In this case neither alliance markers nor promised loot is placed before the raid.

## raiding phase

Players may also enter negotiations during the raiding phase. Any agreements on future actions (i.e. after the current turn) are not binding.

**planned raid:** the travel party moves the hide-out with a similar alliance marker.

- **equipment cards:** if there were promises regarding the use of equipment cards, the alliance partners now decide if they are willing to keep them. The brigand leader decides in which order the alliance partners have to declare which, if any, of their equipment cards they are using.
- **no raid takes place:** this may happen with planned raids if equipment cards are not used. Players discard used equipment cards to the discard pile and the travel party moves on.
- **successful raid/distribution of loot:** the informant first needs to fulfill the binding agreements before he can distribute the rest of the loot freely (among the others and himself).
- **shortage of loot:** if there are not enough gold bags to fulfill all agreements, the informant must provide the missing gold bags from his own encampment. If there is not enough gold in the informant's encampment, the alliance partners will get less than expected. The informant does not provide missing companions from his encampment.

**unplanned raid:** if raid is carried out on a travel group that has no alliance marker or an alliance marker that is different from the one on the hide-out, the loot will be distributed by the brigand leader (according to the basic rules) as evenly as possible.

**sheriff cards:** the sheriff is raided from every hide-out on his route until he is beaten.

**successful raid:** each player earns the glory point shown on the sheriff card (white number), the red numbers are ignored (see figure top right).

The players then remove the sheriff card from the game, the raiders return to their encampments.

- defeat by the sheriff:**

- **loss of glory points:** each player who owns at least 1 raider in the affected hide-out loses as many glory points as are shown in red on the shield of the sheriff card (larger number, only on B-cards). A player cannot fall below zero points on the Road to Glory track

A card sheriff



B card sheriff



- **loss of raiders:** each player in the affected hide-out loses as many raiders (place by the oak tree) as is shown by the small red number on the sheriff card. However:
  - the loss of raiders is restricted to the number of raiders in that hide-out and
  - may not reduce a player's raiders below 4 (those in his encampment or still on the board - not by the oak tree), as no player may have less than 4 raiders at any time during the game.
- **the sheriff's carriage moves on:** if the sheriff is not beaten, the carriage continues on its way until it is successfully raided or leaves the forest. Accordingly, a sheriff card may cause losses at several hide-outs.
- **returning raiders to encampment:** after a defeat by the sheriff the remaining raiders in that hide-out have to return to their encampments.

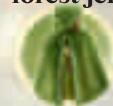
## equipment cards with special abilities:

**provisions :** if a player plays provisions, he may leave his raiders in their hide-out after a successful raid.



He moves them to his encampment only after another successful raid or at the end of the round.

**forest jerkin :** playing this card, the player loses neither raiders nor glory points if defeated by the sheriff. The forest jerkin does not extend to alliance partners, it only applies to that player's raiders and only against the sheriff.



- The player may leave his raiders in their hide-out. He becomes the new brigand leader if he is not already in that position or
- he can return his raiders to his encampment.

**messenger garment :** as soon as someone has chosen and revealed a travel party card, the player may play this card and choose a new destination for that travel party card.



- A player may play this card even when the carriage has already passed one or more hide-outs, as long as it does not have to turn around in order to reach its new destination.
- A player may play only one messenger garment per travel party card.

## end of a turn with advanced rules

1. **additional raiders:** the player with the most raiders on the 4 red-lined hide-outs at the crossroads takes an additional raider of his color from the oak tree. In case of a tie, each tied player takes an additional raider.
2. **clearing the hide-outs:** promised pieces of loot that were not distributed are returned to the gold pit/oak tree.
3. **raiders are returned to the encampment, new travel party cards distributed, and starting player figure:** is assigned as in the *basic rules*.

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